

**IT'S ALL HERE—EVERYTHING YOU
WANT TO KNOW ABOUT POKÉMON!**

Pokémon[⚡] FEVER

The Unauthorized Guide

Hank Schlesinger

Author of *How to Become a Pokémon Master*

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- The many amazing Pokémon products on the market, from games to toys to trading cards
- Cool new Pokémon games like Snap, Yellow, and Pinball
- Pokémon legends—weird things people have heard about this awesome game (did one kid actually buy a trading card worth ten thousand dollars?!)
- The future of Pokémon—what's in store for the phenomenon that can't be stopped?
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Pokémon Fever: The Unauthorized Guide

Pokémon Fever

The Unauthorized Guide

HANK SCHLESINGER



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POKÉMON FEVER: THE UNAUTHORIZED GUIDE

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To Melissa Suzanne

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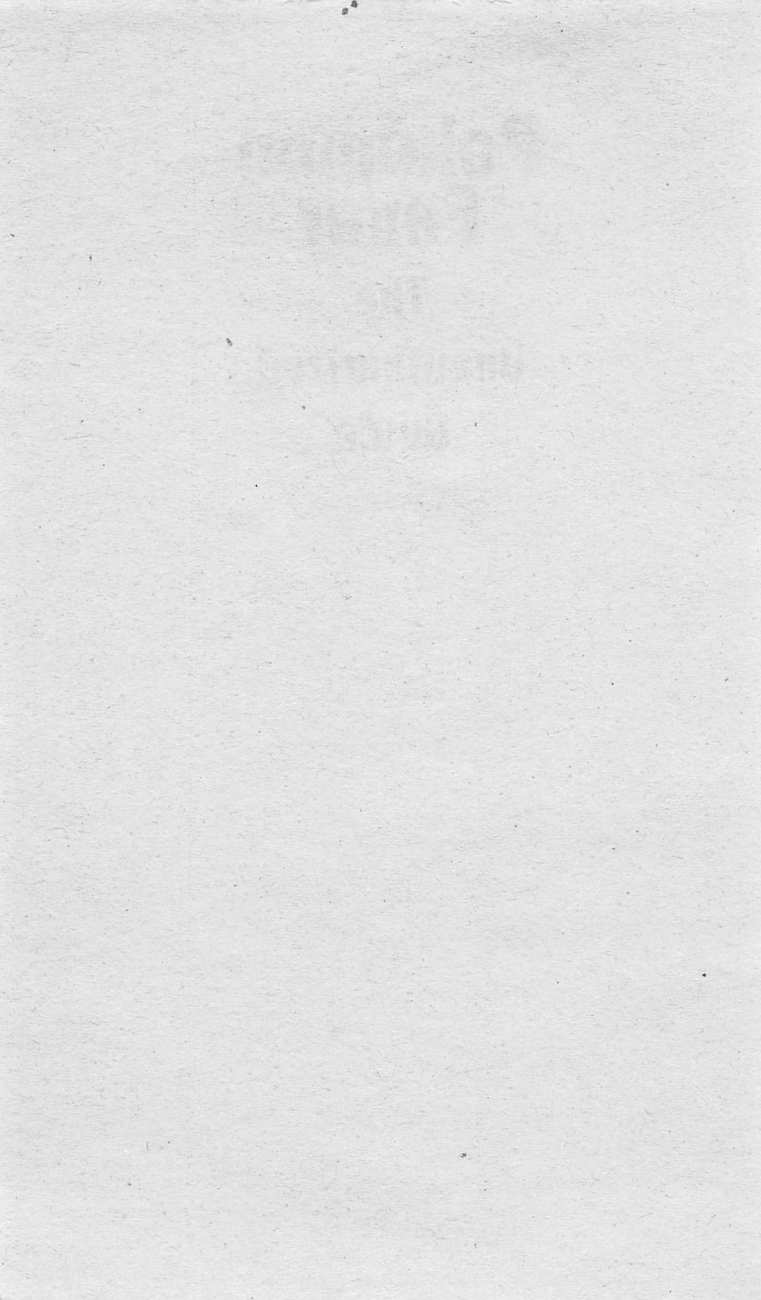
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Pokémon Fever

**The
Unauthorized
Guide**



I'm Writing Another Pokémon Book!

ONCE UPON A TIME I WAS SITTING AT HOME in my favorite chair, eating cold pizza and watching *Pinky and the Brain* on TV. That's what we big-time important writers do all day. We watch cartoons, eat cold pizza, and wait for the phone to ring.

Anyway, the phone did ring and when I picked it up, this guy said, "Hey, want to write a Pokémon book?"

"Uh, but I just wrote a Pokémon book," I said.

"Well, there's a lot more Pokémon stuff out there now," he said. "And besides, the kids really loved the last one and they want another."

"Really?" I answered. "Really? Really? They really liked it?"

"Yeah, really, now get to work!"

"I mean, did they like it better than all the other books in the world? Or did they just *sorta* kinda like it?"

"They liked it a lot," the guy said. "They thought it was funny. I don't know why they thought it was funny, but they did. Now please, start writing."

"Funny, *ha-ha-ho-ho-ho* or weird funny?" I asked. "Did they think it was more fun than shoving beans up their nose, or just kind of funny?"

"Please, get to work," the guy said. "You know, I don't even know why I call you."

So that's how I started writing this book. And that's what I'm doing now. Right now! I'm working on the Big Deal Introduction.

Hey, how do you like the book so far?

IF YOU READ *HOW TO BECOME A POKÉ-mon Master*, I hope you liked it. I tried to make that book as much fun as I could and I'll try to make this book fun, too. A lot has happened since the first book was published. For one thing, Pokémon has gotten even more popular than when I started

writing the first book. And all the adults started going a little crazy, because they can't really understand it.

I was in the supermarket one day and I heard one mom say to another mom, "It's a yellow electric mouse. A mouse!" So what could I say, except to sneak up behind her and in my best Pika voice go, "Pikachu!" That really scared her, but her kid liked it.

Why is Pokémon so popular? Who knows? They're kids! When I was a kid there was a guy who used to pick his nose and save the boogers in a pencil sharpener. Why? Nobody ever asked him, but today he's a lawyer. So you never can tell. I just mentioned that because sometimes it's really hard to know what kids think. I do know one thing, though: *Kids will not keep playing a game unless it is fun!*

Who would want to play a game that wasn't any fun, right? And Pokémon is definitely fun. So I suppose you could say that Pokémon is more fun than a box of snot.

Today everyone is playing Pokémon. And it seems all the kids are collecting the cards. Not only that, but you can also

watch Pokémon in movie theaters, on television, and even on the VCR. You can wear Pokémon T-shirts, color in a Pokémon coloring book, and read Pokémon stories. You can put Pokémon stickers on your school backpack and listen to a Pokémon CD. You can go Pokémon crazy!

In fact, sometimes it's like the whole world has gone Pokémon crazy. In Japan, there are more than 1,000 Pokémon products for sale! They even have a Pokémon breakfast cereal in Japan.

If you read the first book, then you know that I had kids talk about the games pretty thoroughly. I tried to be funny and interesting, too. Hopefully the book made you laugh. Since a lot has happened since the first book, I'd like to write about stuff that wasn't included in the first book. That means stuff like Pokémon Pinball, Pokémon Snap, and the trading cards. I won't be including a bunch of strategies for the Red or Blue versions, since that was pretty much taken care of in the first book. But I will try to cover the new games as best as I can. And I will try to include some jokes and other stuff.

Who Are All Those Kids in the Book?

IF YOU READ THE FIRST BOOK, THEN YOU know that I used a lot of kids to talk about the Blue and Red cartridges. They wrote out stuff for me about Pokémon or they talked to me about the game. Then I took what they wrote and said and used it in the book. I thought it was a pretty good idea, much better than just having me go on and on and on about the games. The kids also gave me a lot of ideas for chapters and what to talk about.

So who were these kids? Hey, they're kids just like you. They are kids who like playing the game. Some of them finished the game and some of them didn't, but all of them love Pokémon.

Some of these kids lived in my neighborhood. Some of them were kids whose parents I know. And two of them—Maxwell and Willy—keep following me around. Not only that, but they eat all the food in the fridge, play my CDs, and mess

up the house. I can't even walk out of the house without them following me. It's weird the way they keep yelling, "Dad, wait up! Wait up!" A couple of times I threatened to call the cops, but they said, "Hey, don't mess with us; we know where you live!" That really scared me.

Still, Maxwell and Willy are pretty good kids. I love them a lot.

Anyway, in this book I have even more kids helping me out. When word spread that I was writing another Pokémon book, soon kids from all over the country wanted to be in it. So what could I say? I said, "Sure!"

That means there are a lot more kids in this book than in the last book. And that's a good thing.

Tough Truths for Pokémon Fans

1) This book will not make you a better Pokémon player. The only thing that will make you a better player is playing the game.

2) Pokémon is a great game, but it is still *only a video game*. That means there are a

lot of things more important than Pokémon. Homework is one. Helping your parents is another. And being good to your friends is yet another. If Pokémon—or any other video game—is getting in the way of these things, then you should take a moment out to think about it. Hopefully, you will come to the right conclusion.

3) Pokémon cards and video characters are fun to collect and save. Actually, they are a lot of fun to collect and save. But they are not worth cheating for, or hurting someone's feelings.

4) Everyone can enjoy Pokémon in their own way. Some kids like playing the video game. Some kids like collecting the cards. And some kids like playing the card game. Even in the video game there are different ways to enjoy it—some kids just like collecting Pokémon, while others want to “finish” the game. There is no right or wrong way to enjoy it. So you should respect other kids' opinions and the way they enjoy the video games and cards.

5) Different schools and different families may have different rules about video games and collector cards. You should re-

spect the rules set down by your parents and teachers that involve video games and collector cards, but also respect those rules set down by your friends' teachers and parents as well.

6) If this is the only book you have read in a long time, then you should be reading more books. And I don't mean more books about Pokémon and video games.

7) Collect the cards because it is fun to collect and trade, not because you want to make money.

A Note to Parents

"I know it's not true, but my friend's brother who is six or seven years old told me that since Pokémons are so popular he believes that they can come to life."

—Katie

For a large percentage of parents, Pokémon has become a fact of life. Although only a little more than a year old, Pikachu, Squirtle, and the rest of the Poké gang

have more than worn out their welcome for many parents. For a large number of parents, Pokémon is inescapable. It's played on the home video game console, broadcast on the television, and played on the family stereo system. To date, Pokémon is a \$5-to-\$6 billion industry that crosses over into virtually every entertainment medium and licensed product that can be imagined.

Pokémon had been hailed as wholesome entertainment and proclaimed an evil. However, in the end, it really is *just a video game*.

Why have these oddly named, crudely rendered video game characters captured the imaginations of children? The answer is, I believe, simple. Pokémon was the first sophisticated video game designed for the under-12 age group in mind—an age group that has been largely neglected by the video game industry for some time.

It is true that Pokémon was aggressively marketed and sold, but all the marketing in the world will not sell a product to kids if the product is not fun. Pokémon was enthusiastically embraced by an entire gen-

eration because it held their attention and challenged their skills as no other video game had in a long time.

"I like the idea of Pokémon. I like how they create them and how they come up with the characters and the names. It's cool. Most of my girlfriends are into Pokémon. Everyone I know really likes the idea of trading the cards. I have no idea why, but it's just caught on."

—Allie

Pokémon is a deceptively complex game. The word used within the video game industry is "depth." It appeals to kids of a certain age on a variety of levels. Pokémon combines collecting, trading, exploring, and nurturing to create a game that challenges youngsters. Regardless of the relative skill of a youngster at playing video games, he or she can become expert in one or several of the game's features. This, I believe, is an absolutely vital aspect of the

game. A child does not have to master every skill or aspect of the Pokémon game in order to thoroughly enjoy it.

Is Pokémon educational? In my inexperienced opinion, maybe. The case could be made, quite strongly, that the video game and cards teach basic math and classification skills as well as problem-solving and reasoning. There is also an aspect of commerce involved in the trading and collecting of cards. Of course there is nothing new in this. Children's games have always included these elements in one form or another. Countless boys have improved reading and math skills by studying the backs of baseball cards. Insect and butterfly collections have traditionally led youngsters into fields of science. The whimsical world of Pokémon may just provide some of the same skills.

I have also seen it build confidence in kids by allowing them to complete tasks at their own rate of speed. And it does provide an introduction to video games that is, above all, non-violent. In the entertainment medium of video games, this stands as a significant achievement. Kids who are

introduced to video games through Pokémon and other games that include non-violent themes probably understand that video games don't have to be violent to be fun. Again, this is my inexpert opinion.

Nintendo, to its credit, has a long history of offering a significant number of non-violent video games. In an industry long dominated by games themed on martial arts, shooting, and other forms of violence, Nintendo has consistently catered to young audiences with games whose appeal was based on the innovative approach to gameplay and not the graphic depiction of violence.

The success of Pokémon—as annoying as it can sometimes become—is a hopeful sign for the video game industry and parents. No doubt other game manufacturers will follow in creating challenging, non-violent games suitable for younger kids.

And for those times when the Pokémon craze seems too much—again, in my inexpert opinion—think of how you have already survived a purple dinosaur, ninja kicking teens in latex jumpsuits, and the fads linked to a hundred other oddly

shaped characters, some of which even had television in their tummies. A yellow electric mouse should be easy. *Pikachu!*

"I collect Pokémon stuffed animals. I collect Pokémon pencil sharpeners and any Pokémon stuff—any toy that has to do with Pokémon. I have a Pikachu stuffed animal and I have a plastic Pikachu and when you squeeze its tummy it squeaks. I also like collecting stickers and key chains."

—Katie

Trust Me

Things You Will Sooner or Later Regret—No Matter How Much You Like Pokémon

- 1) Getting a Bulbasaur tattoo on your butt.
- 2) Investing your entire college fund in "really valuable" Charizard Holos.

3) Trading your little sister or brother for a Mewtwo.

4) Letting your parents take a picture of you in a bubble bath wearing your Pikachu mask. This photo is destined to be either displayed framed in the living room or reappear on prom night when your date arrives.

5) Not studying for the big math test because you are almost to Victory Road.

A Warning to Parents

MUCH HAS BEEN MADE OF THE VIOLENCE included in video games over the past year. As I have mentioned in previous books, video games are a fact of modern life and one of the many entertainment choices available to children of all ages. In this, video games are no different than movies, home videos, and music.

To their credit, the video game manufacturers have acted responsibly in instituting a ratings system for their video games. Just as movie, music, and other entertainment media have done, they are acknowledging that not all of their products

are suitable for all age groups. Pokémon, for example, is rated *E* (for *Everyone*) under the ESRB rating system. Other games may be rated *T* for teen audiences or *M* for mature players.

However, the final responsibility does fall on the parents. As a parent, it is your job to monitor the video games your child plays. We've come a long way since *Space Invaders* or *Centipede*, just as we've come a long way in terms of music, movies, and television. In video games, technology and audience demand have pushed the limits of what many parents would consider appropriate content for their child. And only a parent can make the final determination of what is appropriate for their child. That requires not only reading the rating on the box, but previewing the game as well.

A (Really Short) History Of Pokémon

"I heard that Pokémon came from the moon. My brother said that his friends told him that. I don't know where they got the story."

—Zaro

"In 1998, I started liking Pokémon. Halloween came. I wanted a Pikachu costume, but there were none. So I made a home-made Pikachu costume. This year, there's an official costume. That shows how many Pokémon products have been made in the last year."

—Tim

POKÉMON, AS EVERYONE KNOWS, MEANS "Pocket Monsters," in Japanese. The game was first introduced in Japan in 1996. Kids in Japan loved the game. Kids got a great game to play on their Game Boys. Remember, the Game Boy system had been out for years before Pokémon was around.

Then in 1997 Pokémon became a cartoon show. Kids in Japan watch the same show on TV, only they watch it in Japanese. There's only one character in the cartoon show that has the same voice in both Japan and America. Know what character that is? It's Pikachu.

Then Pokémon came to America in September of 1998. Nintendo of America introduced the game to American kids in Topeka, Kansas, which was renamed ToPikachu for the day. Get it, Topeka-chu?

And it didn't take kids in the U.S. long to find out that the game was fun. Now it's as popular in the U.S. as it is in Japan. At the Mall of America—a giant shopping mall in Minneapolis, Minnesota—44,000 kids and their parents showed up for the

Pokémon League Summer Training Tour. Now that's a lot of people.

How popular is Pokémon? Real, real popular! In the U.S. there are almost a hundred companies making Pokémon stuff.

But in Japan, Pokémon may even be more popular. All Nippon Airways—Japan's biggest airline—painted Pokémon characters on its planes! *Look out! It's a flying Pikachu!* Flight attendants wore special Pokémon uniforms and people could buy Pokémon toys on the plane! Even adults are paying attention to Pokémon!

And in Japan, there're also two other versions of the game: the Gold and Silver versions that feature 250 Pokémon! Plus, those games keep time, so you can catch some Pokémon that only come out at night and others that can only be found during the day. Pretty cool, huh? Well, it's only a matter of time before they come to the U.S., too.

What Happened and When with Nintendo and Pokémon and Video Games

1889—NINTENDO STARTS IN JAPAN. THE company that would become a world leader in video games begins by making playing cards, first for Japanese card games and later for U.S. card games.

1951—Nintendo becomes Nintendo with a name change from Marufuku Co., Ltd. to Nintendo Playing Card Co., Ltd. They even made cards that had pictures of Disney characters on them!

1961—A computer company called Digital Equipment Corporation gives their most powerful computer to the Massachusetts Institute of Technology (MIT). Students use it for science, but also start making video games on it. One of the first games is called Spacewar and students love it, but computers back then are HUGE and it's not possible to sell it to arcades or home systems.

1963—Nintendo changes its company

name to Nintendo Co., Ltd. and begins making other games in addition to playing cards. Video games still need really big computers to make them work.

1971–1972—The first coin-operated arcade video games are created. A company called Atari has a game called Pong—which is like tennis—and is a huge hit. Another company, called Magnavox, introduces a home video game, but it doesn't do as well. If you saw those games today, they would seem easy and simple. In fact, your Game Boy is lots more powerful than the computing systems that ran the first super-duper video games.

1977—Nintendo releases its first home video game system.

1978—Nintendo starts selling coin-operated video games for arcades.

1981—Nintendo introduces Donkey Kong, a huge mega-hit in the U.S.

1982–1983—*Game Freak* magazine started by Satoshi Tajiri.

1985—Nintendo introduces the Nintendo Entertainment System (NES) in America.

1987—The first Legend of Zelda is in-

troduced for the NES, and it's a smash hit!

1988—*Nintendo Power* magazine goes on sale for the first time!

1989—Game Freak goes into the video game business. It had earlier introduced the video game Quinty in Japan.

1989—Nintendo introduces Game Boy in the U.S.! It's the first hand-held video game and a huge hit. More than 80 million Game Boys have been sold worldwide since its introduction.

1990—Mr. Tajiri begins working on what will become Pokémon. It takes six entire years to finish the game.

1990—Wizards of the Coast, the company that makes Pokémon cards, is started by Peter D. Adkison, who once worked for Boeing, a company that makes airplanes. Wizards has a huge smash hit with a card game called Magic: The Gathering and Dungeons & Dragons, which become popular among teenagers.

1991—The Super NES is released in the U.S.! And so is the Super Mario World game.

1996—The Red and Green versions of Pokémon go on sale in Japan. It's imme-

diately a huge hit with Japanese kids.

1996—Pokémon cards go on sale in Japan and Japanese kids love them!

1996—Nintendo's Nintendo 64 system is introduced and sells more than 500,000 consoles the first day! Soon N64 becomes one of the top-selling video game units in the world!

1998—Game Boy Color is introduced to U.S.

1998—Weeks before the release of the actual game, the television series goes on TV in the U.S.

1998—Nintendo puts Red and Blue versions of Pokémon on sale in the U.S. Kids in America love the game as much as Japanese kids.

1998—Viz Comics publishes first Pokémon comic called: *Pokémon: The Electric Tale of Pikachu* #1 in November. The comic is an immediate hit and sells out almost instantly.

1999—Wizards of the Coast introduces Pokémon cards—the trading and playing craze begins.

1999—Pokémon Pinball is introduced.

It's the first Game Boy game with a built-in rumble pack in the cartridge.

1999—Pokémon Snap and Pokémon Yellow go on sale in stores in the U.S.

1999—*Pokémon: The First Movie*, originally titled *Mewtwo Strikes Back* in Japan, starts playing in U.S. movie theaters.

1999—Gold and Silver Pokémon go on sale in Japan!

2000—Pokémon Stadium and the Gold and Silver versions go on sale in the U.S.

Who Is Satoshi Tajiri?

IF ONE PERSON IS RESPONSIBLE FOR POKÉMON, that person is Satoshi Tajiri. According to video game legend, he always liked—no, that's loved—video games. Even when he was still in college, he started a magazine called *Game Freak*, which was about arcade games.

Does the name Game Freak sound familiar? It should. Look on the back of your Pokémon cartridges or instruction manuals and just about anything else related to Pokémon and you'll see the Game Freak name.

Mr. Tajiri became known all over Japan as a video game expert. He went on television and radio to talk about video games. Soon, he was making his own games. Way back in 1987 he designed Quinty for the Nintendo Entertainment System (called the NES). Then he and his team at Game Freak designed a bunch of other games, some only sold in Japan. One of them was called Mario & Wario for the Nintendo system. Another one, called Yoshi's Egg, was sold in the United States for the Game Boy system.

Then, back in 1990, he began working on Pokémon along with another company called Creatures, Inc. It took a long time to make Pokémon—six years! But it was worth it.

Who knew that Pokémon would be so popular? Well, I think I did. A year or so before Pokémon came out there was a toy called Tamagotchi. And it was a big hit in Japan and America. "Tamagotchi" means "loveable egg" in Japanese. If you're not old enough to remember, the toy looked like a pocket watch and there was a little screen, kind of like the one on the Game

Boy. There was a little digital pet in there that you had to feed, put to bed, and take care of when he or she got sick. If you didn't take care of your Tamagotchi, it got sick and died—then you had to press the re-set button.

Every time your Tamagotchi needed something, like food, it would “beep.” Okay, I admit it, I bought one and soon I felt like an idiot. The darned thing kept beeping. It beeped in movie theaters. It beeped in elevators. It beeped when I was in the bathroom! Finally, I said, “That’s it! This Tamagotchi is toast!” I put it in the drawer. Did I feel guilty? Yeah, but the thing was annoying me.

Then one day I noticed a couple of kids playing with their Tamagotchis. They were having a contest to see who could kill their digital pet first. They liked their digital pets, but wanted them to do more. Pokémon was made for kids like that.

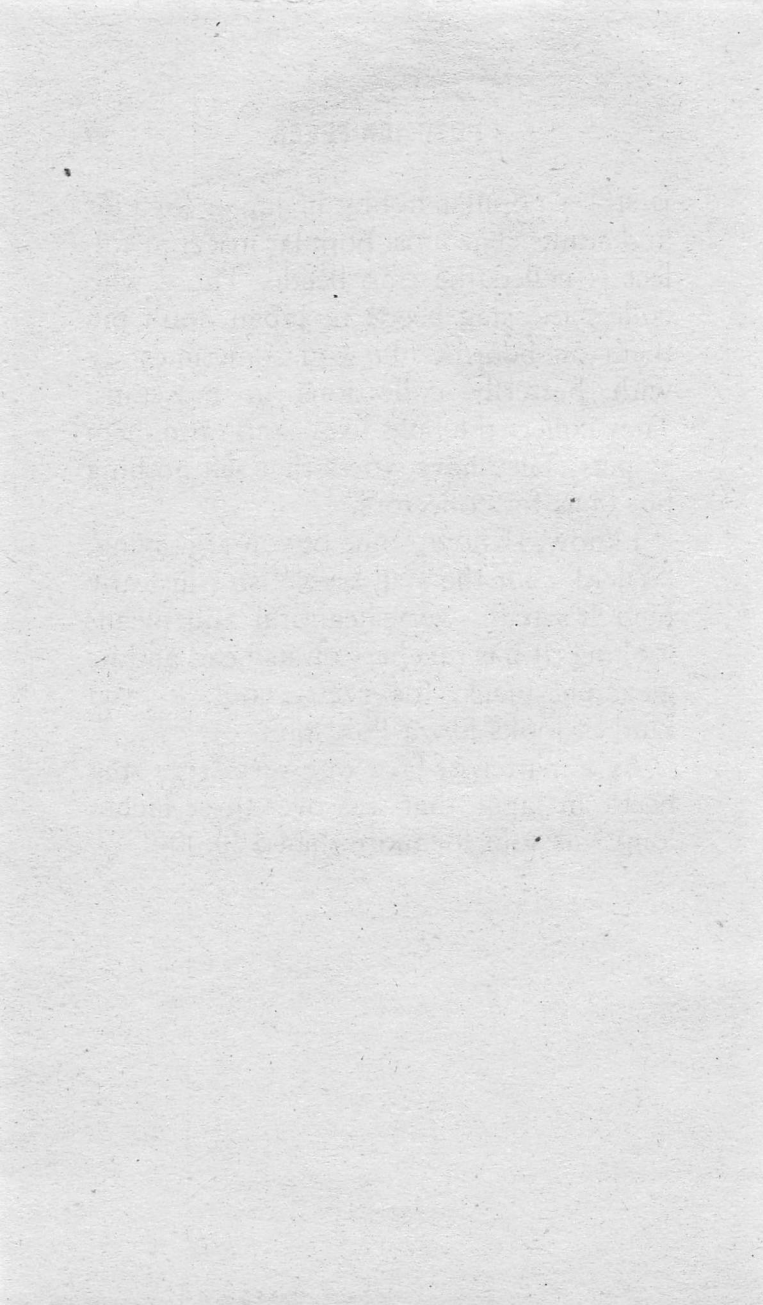
Bugs and Pokémon!

ACCORDING TO POKÉMON LEGEND, MR. Tajiri liked to collect insects as a kid. This

is still a popular hobby in Japan for kids and adults. The most popular insect to collect is called the stag beetle. Those who collect the stag beetle in Japan don't pin them on boards, like you sometimes see with butterfly collections in museums. They collect the bugs live—and raise them as pets. They have stores that sell nothing but bugs for collectors.

I know, I know, some of you are saying, “Yuck!” But the stag beetle isn't just any bug. It's really very beautiful and mean-looking. It has pinchers on its head and its gleaming black. It's pretty cool. It even kind of looks like a Pokémon.

As a matter of fact, one very large stag beetle in Japan that was over three inches long was sold for more than \$90,000!



Is Pokémon The Same In Japan As It Is In The United States?

THAT'S A GOOD QUESTION, I'M GLAD I asked it. The answer is yes and no. The basic game is pretty much the same. You still have to catch the Pokémon and train and evolve them. You still have to battle gym trainers.

However, most of the names are different. Just as the English version of the names sorta sounds like a character—Snorlax, for instance—the Japanese names also mean something. And your character is not called Ash Ketchum in Japan, he's called Satoshi!

Here are some other names that have been changed in the game and television show when Pokémon came to America.

Professor Oak
Meowth

Professor Okido
Nyase

Gary	Shigeru
Misty	Kasumi
Brock	Takeshi
Jessie	Musashi
James	Kojiro
Officer Jenny	Officer Junsu

One name that hasn't changed is—Pikachu! When we think of Pika we think of a cute little yellow guy. The name in Japanese—pika—means spark or flash. And that pretty much describes him, doesn't it?

Also, there are different-colored games in Japan. In America, Pokémon comes in Red and Blue—and, yes, Yellow! When it was first introduced in the U.S., you could either get Red or Blue. However, when it was first introduced in Japan back in 1996, the two colors were Red and Green. Later, they added a Blue version for Japanese kids.

So are they different? Well, sort of different. The Red versions in the U.S. and Japan are pretty much the same. The Blue version in the U.S. is similar to the Green version in Japan. There are some small dif-

ferences, such as the names of the Pokémon and some of the situations, but the basic Pokémon characters—the pictures—are pretty much the same.

By the time you read this, Japanese kids will have two new Pokémon colors—Gold and Silver. These games won't be released in the U.S. for months and months. There are a lot of rumors flying around about the Gold and Silver versions. I don't like printing rumors, but I do know this for a fact: the new versions are in color and there are a lot more Pokémon characters. There is also a clock that you have to set when you start playing and the time of day changes. So there are daytime Pokémon and nighttime Pokémon. Pretty cool, huh?

The Japanese Game You Will Probably Never Play

LAST YEAR JAPANESE KIDS GOT A REAL video game treat. It was called *Pikachu Genki Dechu*. That means, "Pikachu is feeling good" in Japanese. The game was designed for the Nintendo 64 (N64) system

and it features a headset with a microphone as well as a standard N64 controller.

The game works like this: you go looking for Pikachu in the woods. Once you find him you talk to him by using the headset microphone and he responds to your commands. You can make him happy or sad, depending on what you say. And you can play some simple mini-games with him.

It sounds like a lot of fun, but even if you managed to get a game, it would be very difficult to play. Why? Because it is programmed so that Pikachu only responds to Japanese words.

What Do All Those Weird Names Mean, Anyway?

OKAY, MAYBE YOU DON'T CARE WHAT ANY of the names mean and you just like playing the game. But it's fun to see how things are named in a video game. When Pokémon was brought over from Japan to be sold in the U.S., they renamed a lot of things. That's because a lot of the Japanese

names just wouldn't make sense to American kids. Plus, they would be really hard to remember.

For instance, Koffing (#109) does sound a lot like coughing. And Krabby (#98) does look like a crab. And then there's Horsea (#116) and his name fits him perfectly, because he does look like a sea horse! And Hypno's (#97) name fits him, because he can hypnotize during his attacks. And Arcanine (#59) does look like a dog, otherwise known as a canine!

And if you reverse the letters in Ekans, look what it spells! Same thing with its evolved form, Arbok—backwards it's KOBRA (—though the correct spelling of the snake is “Cobra”). Cool, huh?

So the names do mean something. They either describe what the Pokémon looks like or the kinds of powers it has. Personally, I think this is pretty cool. This is also a great idea because it helps players to remember attributes about their Pokémon without having to go back to a book or the Pokédex every two minutes.

Even the people have pretty cool names, like Ash Ketchum—well, yes, the last name

is Ketchum, as in "catch them," but his first name, Ash, is a type of tree that is very strong. Professor Oak is also named after a strong tree.

Some of the names are not quite as simple. For instance, Jesse and James. Well, Jesse James was an outlaw back in the Old West and not such a nice guy.

Now, unless you have really been doing your Poké-homework, I bet you don't quite realize what a colorful place the Poké-world is. Here's a little dictionary of what the place names mean in the game.

The Colorful World of Pokémon

Pallet Town: There're a lot of different meanings for the word "pallet." Usually it is a tool, like for making pottery. It helps to round out the clay as it goes around and around. But it can also be a wooden platform to hold things. If you have ever seen a warehouse and the wooden things on which boxes are stacked, they are called pallets.

Viridian City: Viridian is a kind of paint color that artists use. It's mostly used to describe a color that is blue and green.

Pewter City: Pewter is a kind of metal that has tin, lead, and brass in it. When you see it, pewter is usually silver in color.

Cerulean City: Cerulean, yep, a dye that is usually sky-blue.

Vermillion City: Vermillion, like viridian, is a kind of paint dye that artists use, but it's bright red, so the color of that kind of bright scarlet red is often just called vermillion.

Lavender Town: Lavender—yes, it's another color, kind of a pale or faded purple color.

Celadon City: Celadon, yep, it's another color—this one is sea-green.

Fuchsia City: Well, fuchsia is a type of flower—but guess what?—yes, it's also used to describe a color: purplish-reddish.

Safari Zone: Everyone knows that safari is a hunting trip in Africa, but the word is really a Swahili word—that's a language and a people in Africa—and it means a journey or trip.

Cinnabar Island: Cinnabar is a bright red color, and as a matter of fact, many people use Vermillion and Cinnabar to describe the same color.

Indigo Plateau: Indigo is another type of dye or pigment used by artists. It is kind of a deep blue.

Are You a Poké Fanatic?

Here are 10 Ways to Tell If You Play Too Much Pokémon

1) There's over \$5 billion worth of Pokémon stuff sold in the world. You made your parents buy \$4 billion of it for you.

2) You keep asking your parents when your baby brother or sister will "evolve."

3) You keep asking your parents when your teenaged brother or sister will "evolve." (Don't worry about this: your parents are probably asking themselves the same question.)

4) You traded the family dog for a Jigglypuff.

5) You can name every single Pokémon, but can't find Texas on a map and think Wee-

pinbell could have once been the president of the U.S.

6) You think your teacher might be a secret member of Team Rocket.

7) You know for an absolute fact that the school cafeteria lunch lady is positively a member of Team Rocket. And her Pokémon are of the really high-level Sloppy Joe, fish sticks, macaroni and cheese types. *Run, Pikachu, run! They're serving the mystery meat again!*

8) You taped over your parents' wedding video with Pokémon cartoons.

9) You dress your giant-sized Pikachu stuffed toy up and insist your older sister take it to the prom as her date. (Note: If you did this, then you're not really a total Poké Fanatic. Everybody knows Pikachu can't dance. Machop would have been a much better date for her. Maybe that's why she started to cry.)

10) You begin to notice how much a certain purple TV dinosaur looks like Charmander.

"In some stores a Pokémon card will cost \$20. I think that's a lit-

tle much for one single card. I think Pokémon cards are a little high-priced in some stores. Some of them are \$6 or \$8 and I went into a store once and they were \$10 a pack. And sometimes you don't even get good cards in them. These are the 11 packs."

—Allie

The Real Deal

A LOT OF THIS STUFF IS FUNNY, BUT IT'S SERIOUS, too. That's because too much of anything is bad. Even too much of a great game like Pokémon. Yes, it's a great game and a lot of fun, but even Pokémon isn't more important than schoolwork or house chores, like cleaning your room. Pokémon is, after all, just a game... and a TV show, and a movie, and trading cards.

There are certain rules every kid should follow when playing video games:

A) Keep It Down: Listening to a video game being played is nowhere near as much fun

as playing it. Whether you are playing at home or in a car, keep the volume down so you don't annoy others.

B) Share: Yes, your little brother may only be four and keeps trying to put your Game Boy in his mouth, but you can still show him how the screen works and maybe a few simple moves.

C) Don't Buy Everything: Don't make your parents buy every Pokémon product in the world. Yes, I know, it's fun to collect Pokémon stuff. But if you have a ton of stuff, then how can you enjoy all of it anyway, right? And remember, a lot of stuff—yes, even this book!—won't necessarily make you a better player and it won't help you enjoy the actual game any better. The only thing that can make you a better player is playing the game. I know, I know, a lot of the stuff is really cool and you *really, really, really* want it, but take it from me (someone who once had a complete collection of monster hot rod models)—in the long run, it's not worth pitching a crying fit over.

D) Don't Play Too Much: Too much of anything isn't good. That is also true for too much Pokémon and video games and TV. Baseball is still fun, even if you're not that good at it. Football and soccer are also a lot of fun. Get exercise. Don't sit around all day in front of a screen. Read books! Draw pictures! Learn to build or cook something. Pay attention to your parents every once in a while, they might just say something interesting.

Pokémon Stuff

(And There's a Lot of It!)

"I'm not a big game player. I like collecting better. I haven't played any of the games. The Pokémon game I've played is where you capture the other people's Pokémon in the card game. I've never played the video games, I'm not a video game person."

—Kara

Oh yeah, there's a ton of Pokémon products out there. And like I said, you shouldn't make your parents buy it all. In fact, I hope you didn't make your parents buy you this book.

Now, what I'm going to do on the fol-

lowing pages is talk about some of my favorite Pokémon products and what I think of them. But remember, just because they are in this book, that doesn't mean you have to get them. Sometimes it's just interesting to know what kinds of products are around and what they are like.

Pokémon Cards

"I collect them, but I don't trade them. Some of my cards are not trading cards. Professor Oak is a good one because my sister told me that. My favorite one is Geodude because he can pick up heavy rocks. He can pick up really huge ones. And he can pick up big piles of dirt. My second favorite is Charmander 'cause he can blow fire out of his mouth and there's fire on his tail so he can touch it on another Pokémon so Ash could win the match. Charmeleon is my third favorite character because Charmander evolves into Charmeleon and he has fire on his tail, too."

—Emma

Is there anybody out there who doesn't know about the Pokémon cards? Well, they started out as a card game that you can play pretty much the way you play Pokémon on the Game Boy. But soon something strange began to happen. Kids started collecting the cards just to collect the cards. They started trading the cards the way they would trade their Pokémon electronically via the Game Boys. In fact, they started trading Pokémon cards the same way kids would trade baseball cards. Except you never hear a kid say, "Hey, I got a signed rookie Squirtle!"

Now, I'm not going to get into the card game itself. I don't have enough room in the book to discuss strategies and rules and all of that. But I would like to talk about the collecting and trading of cards.

"I've heard that one kid in my class had about all the cards. That's pretty wow. He said that a card called Mew that I'm trying to get was worth \$30 . . . he said

that Mewtwo was worth \$25. I'm not sure if I totally believe him."

—Kara

Most kids who have cards started out with the basic two-player starter set that includes 60 cards—that is, two decks of 30 cards. This is fine if you want to play the game, since there's everything you need to play. That means there are lots of duplicates. This is also great if you just want to collect the cards, too. Because duplicates means you can trade a card and still have the same card type. Got it? Good.

"I usually trade cards with friends and people that are nice and that want to trade a good card for a good card. For example, I traded a Vaporeon for a Machop. They were both holographic and then I traded my holographic Machop for a holographic Kangaskhan."

—Katie

"I've made some good trades in my life. The first one was a Meowth for an Exeggutor. My second was a Bulbasaur for an Electrode. My third was Kabutops for a level 92 Flareon."

—Aaron

Now, here's the tricky part. There are 102 cards total, so in order to collect all of the cards you have to buy booster sets. Why is this so tricky? It's tricky because you never know what you're going to get in a booster pack. And it's no good looking at the pictures on the pack, because they don't give you a clue. So you might buy several booster packs and find that you have four or five of the same card. What should you do? You should trade, of course.

In case you didn't know, cards can either be Rare-Holo (that means it has the shiny 3D foil called "Holographic"); Rare; Uncommon; or Common. I've listed the different cards in each variety for you. Now, just in case you don't want to carry

this stupid book around with you every time you trade a card, there's an easier way to tell if a card is Rare, Uncommon, or Common. If you look down in the right-hand corner of the card—the side with the picture—you'll see a "Rarity Symbol" in teeny-tiny type.

"Some of my favorite cards are Giovanni's Nidoqueen; Dragonite Fossil, Wartortle and Blaine's Charizard. But that's not all my favorites. If I said all of them, well, I probably wouldn't be able to fit it on the page. They are my favorites because of their attack and because of their looks."

—Michael

"I also like Eevee because it looks like a fox only that it has more dog personality and one of my favorite animals is dogs and I love bunnies. And Eevee has sort of the shape of bunny ears and he also has the Japanese Pokémon

card and is worth more money and it has more HP."

—Katie

Hey, Do I Gotta Learn to Play the Game to Enjoy the Cards?

"My favorite cards are Jigglypuff and Poliwrath. Jigglypuff is really cute and he's pretty good. Poliwrath, he's a holographic and it looks cool with the background. Those are my two favorites, but I have much more. I like Eevee because I like the way he talks and says his name. He's very small but he's very active. He can run fast. He can run a lot. Ninetales also, he is a horse and he has nine tails obviously, and he's holographic and he's a really good Pokémon."

—Zaro

"I trade cards at 9:30 AM Saturdays at Toys 'R' Us . . . it's tuff

to say what my favorites are since I do have 31 holographics. My favorites are Charizard, because he can defeat a Pokémon in one shot, and Mewtwo, because it can use Barrier. My favorite holographic is Mew because it knocks out powerful Pokémon."

—Aaron

Of course you don't have to play the game to enjoy the cards! I know a lot of kids who love the game and go to tournaments and play the card game almost as much as the video game. I also know kids who have never even tried to play the card game. These kids just like collecting and trading. The point is to have fun and you can have loads of fun playing the game or collecting the cards.

"My best trade was I traded a Diglett for a Colorless Energy card. This is my best trade because a Colorless Energy is more

powerful than a Diglett and they are also rare."

—Raymond

"I've traded Beedrill and Bulbasaur for Scoop Up which is a trainer and Nidorino. I think Scoop Up looks really cool. I think it was an okay trade. It might not have been such a fair trade for me, but I didn't care because I really wanted Scoop Up and Nidorino. And also, I collect and try to collect Japanese cards. I don't have that many. I have one Japanese trainer, I don't know the name of it, because I can't read Japanese, but it has a picture of Misty from the movie and Horsea. I think that's a really cool kind of drawing. I got it from one of my friends that didn't want it that much. I totally forget what I traded for it. I probably traded a circle card for it."

—Kara

"I like all of my trades. I trade cards to collect rarer ones, or ones I need. When I traded Giovanni's Pinsir for Giovanni's Nidoqueen, I liked that trade because I like trading gyms for gyms."

—Michael

It's (Unofficially) Official! Girls Prefer Cute Pokémon! Boys Like Strong Pokémon!

"I like Charmander because he never gets dead—because every time something beats him up then he gets really mad and beats them up."

—Nicholas

"My favorite cards are Blastoise, Pidgeot. I like Blastoise because he's the best card I have. Because he has 100 HP and he takes away 40 plus in one move. So he's

pretty good and he's holographic."

—Brandon

Okay, this is something you probably already knew, but girls seem to like Pokémon cards as much as boys. A lot of the girl kids that were interviewed not only played the video game, but liked the cards. Some of them didn't play the video game at all, but liked the cards. The boys, of course, liked everything about Pokémon—the cards, the TV show, and the video games.

The favorite cards for the girls were Ponyta, Jigglypuff, Butterfree, Meowth, and Horsea. The boys liked cards that included Geodude, Machop, and Primeape.

And, of course, everybody liked Pikachu!

What does this mean? Does it mean that if you are a guy-type kid that you can't like Jigglypuff—of course not! Does it mean that if you're a girl-type kid that you can't like Geodude—nope, it doesn't mean that, either.

What it does mean is that somebody has finally invented a game that both girls and boys can like. Hey, there are enough characters to go around, right? And even little kids, who maybe can't play the video game very well, can still enjoy the cards.

It also means that everyone is entitled—allowed—to have their own opinion on what cards they like best. Nobody is stupid or dumb or has booger-brains if they like a certain card. Yes, of course, a card may be Rare or a Holo or have more HPs, but a kid may like a certain card for reasons that have nothing to do with how rare or how many HPs a card may have. And everyone should respect the opinion of others when it comes to what card they may like best.

"I like Wigglytuff because I just like him. He's holographic and holographic is shiny."

—Dylan

"I really like all of them but my favorite is Charizard. He's pretty

cool and he's like one of the best cards and I really wanted to get him. So everybody is begging me for the card. I gave two holographics and another card for it which was a little bit of a bad trade for me, but I really wanted it so I got it."

—Adrian

"My favorite cards are Mewtwo and Charizard because Mewtwo's Barrier is really good and Charizard's Fire Spin does 100 damage and they're both holographic!"

—Jason

Is Playing the Card Game Gambling?

NO, PLAYING THE CARD GAME IS NOT really gambling. There is some luck involved, but mostly the card game is about strategy—the same as the video game.

However, I know for a fact that some parents don't like their kids playing *any* kind of card game. If you have a friend who has parents who don't allow them to play the game, then you should respect the kid and his or her parents by not forcing or asking them to play. It's just as simple as that. You can still have a load of fun trading the cards.

Ten Pokémon Legends That Ain't True

"I heard that 'Missingno' evolves into Kangaskhan in the Pokémon game, which is not true. I also heard that if you capture Missingno he will put a virus in your Game Boy. For that reason, if you find him, don't capture him. I also heard that you can get 'fake' cards included in the real Pokémon card packs."

—Raymond

Believe it or not, kids have always had legends and myths about the games they

love to play. Sometimes the stories have a little bit of truth in them and sometimes they are totally made up. One kid will hear something interesting, then tell his friend. The friend will make the story more interesting by changing something in it and tell another kid. That kid will change something else. And on and on and on, with the story changing just a little each time it is told.

So here are some of the stories I've heard about Pokémon. Some of them are "almost true" and others are just silly or strange.

1) There's a kid out there who has parents that bought him a Pokémon card for \$10,000.

Nope, this isn't true. I have seen cards for sales for \$40 and even \$50 each. That's still A LOT of money and probably not worth it.

2) Missingno is a virus that will ruin your Game Boy.

Well, kind of, but not really. Missingno and sometimes called "Missing Know" by some kids is a computer programming er-

ror. He's the character you find when surfing off of Cinnabar Island. You can catch him, but he doesn't show up in your Pokédex. Plus, he could scramble some of the files in the game you are playing if you try to save him. At the very worst, you will lose the game you are playing, but your Game Boy will be okay.

3) Some kids have found counterfeit cards in official packs.

This is not true, though I have known some kids who have found official cards in packs of counterfeits. If you buy a sealed, official pack there will be no counterfeits in it. However, if you buy unofficial, unsealed packs, you will probably get junk.

This rumor might have started by another rumor that is probably true: the first-edition Jungle booster pack had an Electrode non-foil with the wrong picture. A lot of kids who got this card might have thought it was a counterfeit because Electrode looked different than he was supposed to look.

4) Pokémon are really space aliens.

Not true. Pokémon are not space aliens.

5) Pokémon are real.

Don't laugh—a lot of little kids may believe this. And no, Pokémon are not real, just in case you were wondering.

6) There's a Pokémon site on the Internet where you can download all of the games for free and play them on your computer.

I don't know if this is true or not, but I do know that it is dangerous to download unofficial versions of a game off the Internet. Any unofficial game you download from the Internet could contain a virus that will do very bad things to your computer. It is also illegal to make or copy games and put them on the Internet or sell them in stores.

7) A kid somewhere finished the whole game in a half an hour.

Even with a walk-through, I don't think this is possible. And even if it were possible, what's the point? The average time it takes to finish the game—if you are playing seriously and without a walk-through—

is about 50 to 100 hours. When it takes me a long time to finish a game, I look at that as getting my money's worth from the game. After all, who wants a game that is too easy to play?

8) One of the actresses from 90210 is going to marry Charmander.

Okay, that's just weird. And I don't care if someone you know has a cousin who said they saw pictures of the two of them out on a date in Hollywood. It's still weird. And it's not true.

9) Some kids in Japan died watching Pokémon on TV.

This is a rumor that started because one of the original episodes had a flashing light in one of the scenes and it was reported that the light made some kids in Japan sick. I mentioned this before. Nobody died because of it, and they took the flashing light out of the show as soon as they found out what happened.

10) Playing too many video games will make you dumb.

This is actually true. It is true because if you spend all of your time playing video games, even great ones like Pokémon, then you are probably not doing your homework or reading a book on your own or exploring a hobby like science or chess or stamp collecting. So, playing video games won't make you dumb, but not doing schoolwork certainly will.

"I've heard a lot of rumors about the 151st Pokémon, Mew. One of them is that if you buy the Magikarp from the guy in the Poké Center and put it in the Day Care Center until it is Level 50, then grow it another level with fighting, then it will evolve into a Mew. This isn't true. I tried it. Another rumor I've heard also about Mew is that after you get the HM 01 from the captain on the SS Anne, you can faint all your Pokémon and go to the nearest Poké Center. The SS Anne will not move from its spot. Don't go back on the SS Anne

until you have HM 03 and HM 04, you can teach them to a Pokémon to battle Mew. None of these rumors are true. Too bad."

—Maxwell

Help! My Dodrio Card Fell in the Toilet!!!

FIRST OF ALL, I DON'T EVEN WANT TO know how your Pokémon card happened to get close enough to the toilet to fall in.

But stuff—bad stuff—does happen. Hey, you're a kid and make mistakes. Believe me, getting a Pokémon card wet by falling into the toilet or getting squirted by the garden hose or getting soaked in the rain is not that big a deal. But just in case one of your cards does get wet, here is a good way to deal with it.

First, if your card really did fall into the toilet—call your parents. Don't scream or yell about it—sheesh, they'll think *you* fell into the toilet. They may not want you to retrieve it and that's their decision. However, if you do fish it out of the bowl, spray

it with a good disinfectant, like Lysol.

Then, put the soaked card into a paper towel and fold the towel over so that it completely covers the card. Now get your mom or dad to iron the card with the iron on a low temperature. They don't have to press too hard, just a couple of swipes with the iron. If they don't want to iron it, then you can use a rolling pin. If you don't have a rolling pin, then use a large ball, like a basketball or a football and roll it over the card a couple of times as you press down medium hard on it. Two or three times is enough, don't get carried away or anything. And be sure you do it on a flat surface, like the floor or a table.

By rolling or ironing the card, you should have squished out most of the water. Check to see if the inside of the paper towel covering the card is wet. If the inside is wet, then change the paper towel for a new piece.

The last step is the hardest. Find the thickest book you have and put the card—still wrapped in the paper towel—in the book. Put it right in the middle of the book and put the book someplace where it will

be squeezed tightly. This can be back in the bookshelf or even under your mattress. You want the book to squeeze the card tight. Keep it in the book for at least A WHOLE DAY. Don't take the card out and fuss with it. Put it in the book and forget about it for a day. But don't forget where it is!

If the card is still moist or wet when you open the book the next day, then change the paper towel and put the card wrapped in the new towel back in the book and keep it squished for another day. The basic idea is that you want the card to dry as it is being squished. That way it will dry straight.

There are two things you definitely do not want to do to a wet card. The first thing is to dry it off by putting it directly in any paper that has printing on it. That includes newspapers or magazines. The moisture will make the ink rub off on the card. That's why you wrap it in a paper towel when you put it in a book. The second thing you definitely DO NOT want to do to a wet card is dry it too quickly, like in a microwave oven or a clothes dryer.

You want the card to dry slowly, as it is being squished.

How do I know so much about cards getting wet by falling into the toilet or soaked with garden hoses? Believe me, you don't want to know.

Rare, Common, and Uncommon

"There are these new Jungle booster packs. I got one of them yesterday and I got a Pinsir, he's one of the rarest. I was really shocked."

—Max

What does all this stuff mean, anyway? How rare and hard to find is a Rare card? How common and easy to find is a Common card? And what's up with those Uncommon cards?

The Rare, Common, and Uncommon stuff is all about the game and the video game. A Rare Pokémon card is the same as a Rare Pokémon character in the video game. I know, I know, this sounds like

baby stuff, but some kids I know have gotten confused—and not just little kids, either. So I figured I'd put it in.

But are there any really Rare Pokémon cards? This is a question I hear a lot. I also hear a lot of rumors. One rumor was that some kid's father bought a Rare Holo card for \$1,000!

First off, Pokémon cards are not all that hard to find in your local stores or shopping mall. So we have to assume that no Pokémon card is really, really rare. This is something you should remember when trading, especially when trading with older kids who sometimes like to fool little kids.

Another rumor that I have heard is that some kid traded his entire collection—including a complete set of Holo cards—for a single Japanese Chansey Holo because Japanese cards are really, really hard to find.

I don't know if either of these two rumors are true. Personally, I don't think the first rumor is true. A thousand dollars is a lot of money. Too much money to spend on Pokémon cards. I know, it could have been some really rich kid or something.

Okay, it's possible that someone spent a lot of money on a card, but I still don't think it happened.

The other rumor is more possible. I have seen a bunch of the Japanese cards with the Japanese writing on them and they are kind of neat: One kid I know just collects Japanese cards. However, they are not as rare as you may think. There are a lot of the Japanese cards around and they are not that rare. So be careful when you trade for them.

Here is something else you might want to think about. If you like the Japanese cards because they are from someplace far away and interesting, maybe you should check out stamp collecting. It's a lot like collecting Pokémon cards and you can collect stamps from all over the world. It's a pretty cool hobby.

Quick Card Guide

A circle means that the card is Common

A diamond shape means that the card is Uncommon

A star means that a card is Rare. Both Holo and non-Holo cards have the Star.

Card Types

IF YOU PLAY THE CARD GAME, THEN YOU obviously know all about these cards. If you just collect and trade, then these cards might have puzzled you. Here's the way the cards are classified.

Basic Pokémon: These are your average, everyday character cards. There are more of these than any other kind of card.

Evolution Cards: These are evolved Pokémon.

Energy Cards: They have one of the seven Energy Symbols, such as Fire, Lightning, Grass, or Water on them instead of a picture of a Pokémon.

Trainer Cards: These will have a picture of a character you might recognize, like Professor Oak or a Pokédex, but it might also have a character or object you won't see in the video game, like a Devolution Spray or Switch.

There are 16 Rare Holo Cards
and they are:

Alakazam—Rare-Holo
Blastoise—Rare-Holo
Chansey—Rare-Holo
Charizard—Rare-Holo
Clefairy—Rare-Holo
Gyarados—Rare-Holo
Hitmonchan—Rare-Holo
Machop—Rare-Holo
Magnetron—Rare-Holo
Mewtwo—Rare-Holo
Nidoking—Rare-Holo
Ninetales—Rare-Holo
Poliwhirl—Rare-Holo
Raichu—Rare-Holo
Venusaur—Rare-Holo
Zapdos—Rare-Holo

There are 16 Rare Cards without the
Holo and they are:

Beedrill—Rare
Dragonair—Rare
Digtrio—Rare
Electabuzz—Rare

Electrode—Rare
 Pidgeotto—Rare
 Clefairy Doll—Rare
 Computer Search—Rare
 Devolution Spray—Rare
 Impostor Professor Oak—Rare
 Item Finder—Rare
 Lass—Rare
 Pokémon Breeder—Rare
 Pokémon Trader—Rare
 Scoop Up—Rare
 Super Energy Removal—Rare

There are 32 Uncommon cards
 and they are:

Arcanine—Uncommon
 Charmeleon—Uncommon
 Dewgong—Uncommon
 Dratini—Uncommon
 Farfetch'd—Uncommon
 Growlithe—Uncommon
 Haunter—Uncommon
 Ivysaur—Uncommon
 Jynx—Uncommon
 Kadabra—Uncommon
 Kakuna—Uncommon

Machoke—Uncommon
Magikarp—Uncommon
Magmar—Uncommon
Nidorino—Uncommon
Poliwhirl—Uncommon
Porygon—Uncommon
Raticate—Uncommon
Seel—Uncommon
Wartortle—Uncommon
Defender—Uncommon
Energy Retrieval—Uncommon
Full Heal—Uncommon
Maintenance—Uncommon
PlusPower—Uncommon
Pokémon Center—Uncommon
Pokémon Flute—Uncommon
Pokédex—Uncommon
Professor Oak—Uncommon
Revive—Uncommon
Super Potion—Uncommon
Double Colorless Energy—Uncommon

There are 32 Common cards
and they are:

Abra—Common
Bulbasaur—Common

Caterpie—Common
 Charmander—Common
 Diglett—Common
 Doduo—Common
 Drowzee—Common
 Gastly—Common
 Koffing—Common
 Machop—Common
 Magnemite—Common
 Metapod—Common
 Nidoran—Common
 Onix—Common
 Pidgey—Common
 Pikachu—Common
 Poliwag—Common
 Ponyta—Common
 Rattata—Common
 Sandshrew—Common
 Squirtle—Common
 Starmie—Common
 Staryu—Common
 Tangela—Common
 Voltorb—Common
 Vulpix—Common
 Weedle—Common
 Bill—Common
 Energy Removal—Common

Gust of Wind—Common

Potion—Common

Switch—Common

There are also 6 Energy Cards:

Fighting Energy

Fire Energy

Grass Energy

Lightning Energy

Psychic Energy

Water Energy

Cards, Cards, and More Cards . . .

PLUS, THERE ARE ALSO JUNGLE “EXPANSION” packs available. They have 45 Pokémon in them. The Jungle packs can contain characters such as Eevee, Meowth, and Butterfree. And the company is now offering a Fossil expansion pack.

And if all this wasn’t confusing enough, some kids are finding the Japanese versions of the cards. Although Japanese kids play

the same game with the cards as American kids, the Japanese versions are different. For one thing, the Japanese versions are written in Japanese and there are different characters in the packs.

And now, just introduced are Fossil packs that contain even more cards.

I Collected All the Cards—Every One!—Am I Rich Yet?

I CAN ANSWER THAT IN ONE WORD: NO. Nope. And not even close. Okay, okay, I know, that's a lot more than one word. But I wanted to make a point. First off, you shouldn't be collecting or trading Pokémon cards for money. This is just my opinion, but I think that first and most importantly you should collect the cards for fun. That's FUN with a capital F-U-N. You should collect because it's fun and interesting to build your collection and to trade with friends.

If you really want to know why you're not rich from collecting Pokémon cards, I can tell you. Something becomes very val-

uable when there are either just a few or even just one of that thing, and a lot of people want it. There are just a few Mark McGwire record-breaking home run baseballs that he hit. There are just a few Mickey Mantle rookie baseball cards. And there are only a few balls that Babe Ruth autographed. All of these things are worth a lot of money because there are very few of them, but there are a lot—I MEAN A LOT—of baseball fans who would like to own them.

There are millions and millions of Pokémon cards being printed. That means that almost everyone that wants and can afford a complete set can probably get a complete set. This is good news for the kids who like to collect and trade, but bad news for those kids who might think their collection is worth a lot of money.

It works like this. If you have the only Nidoking Holo on the playground one day and a lot of kids want to trade for it, then you can make a pretty good deal. But, if four or five other kids have a Nidoking Holo, then you probably won't be able to trade for as much. As the company prints

more cards—including Nidoking Holo—there will eventually be more of them on the playground.

“I had a Rare Holo that I read was worth \$40. And when I went to the store they had it in the book for \$40. But when I offered to sell it to the guy in the store, he would only give me \$5 for it. What a rip-off!”

—Willy

I hear stories like this a lot. I mean *a lot*! I hear them from parents and from kids. Yeah, what a rip-off. The truth of the matter is, the prices listed in the guides are “retail” prices and store owners will only pay “wholesale” prices for cards. But the real deal is that Pokémon cards—or anything you collect—is only worth what someone is willing to pay for it. None of the prices in the card guides are written in stone. As a matter of fact, most of them are written in Jell-O. Nobody can make you a firm promise that cards can be resold for a cer-

tain price or that a card will go up in value.

First Edition Cards

THERE ARE SOME VERY RARE CARDS. THESE are marked with a first edition symbol. It looks like "1" with "Edition" across the top. What that means is that cards with this symbol were the first cards to be printed. There aren't very many of these cards around. Are they valuable? Well, you should certainly get more for them in a trade than just a regular card. Are you rich? Sorry, you're not rich, but you do have a pretty neat card.

I don't mean to be a party pooper when it comes to the money value of the cards. Hey, who likes to be a party pooper, right? But the real point of Pokémon cards and the game and all the other stuff is to have fun! Collecting and trading and playing the game *is* a lot of fun. On the other hand, worrying about money and the value of the cards isn't much fun at all!

"At school we spend our whole recess time trading cards. Not

everyone in our grade trades, only some people who are interested in it. There's usually all the people who want to trade gather around. You show a card to the other people and they say, 'I want your such-and-such,' then you have to look at their cards and see what you want for that card and then you say, 'Will you give me such-and-such for such-and-such?' It's pretty fun trading at school."

—Kara

Rules for Trading

"I did a stupid trade. I traded a Venusaur for a Staryu because Venusaur does a 100 damage and Staryu does only 40 damage so Venusaur is better 'cause I realized it was a very bad trade."

—Matthew

"Well, this one was a really good one for me. I gave away a trainer

for a Vileplume. It was a good trade because the trainer card wasn't that good and the Vileplume was holographic. The other person collects trainers."

—Travis

I wrote a little bit about what I thought were fair rules for trading Pokémon with the game link in the first book. Now I'm going to go over some good ideas for trading cards.

The idea behind trading isn't to get an unfair deal with the other person. In the best trades each person gets a card that they need. That means that each person is happy with the trade.

RULE #1: I don't think it's a good idea to trade with someone much younger than yourself. A little kid might trade his Rare Holo Alakazam for your Common Voltorb. That's not a very fair trade at all. And no, you shouldn't write Voltorb on the card with a pen and tell the little kid that it is a very ultra rare autographed

card. It's very simple; you wouldn't be very proud of yourself if you beat a little kid in soccer or baseball. So why would you be proud of yourself for getting a better deal on a trade with a little kid? The best trades are done with someone your own age who understands the cards as well as you do.

RULE #2: If you are unsure of a card's rarity, then check the symbol on the back of the card. Most often a diamond symbol card shouldn't be traded for a circle symbol card.

RULE #3: If someone doesn't want to trade, then don't bully them into it.

RULE #4: If one of the cards in the trade turns out to be a fake, then the trade should be called off immediately.

RULE #5: Both people should exchange the card or cards they want to trade at the same time. This is a very simple rule that can prevent hurt feelings and misunderstandings. If you decide to trade and one person doesn't have the card with them,

then you should wait until both people have the cards to exchange.

RULE #6: I like the idea of two types of trades: *Forever* and *For a Little While*. When I was a kid—hundreds and hundreds of years ago—we used to call these *Keepsies* and *Play Trades*. I know, I know, that sounds really corny and all that, but think about it. After all, a lot of kids trade characters in the game for just a little while. Why not make the same rules for the cards? It's just really important that everyone knows and understands the rules of the trade before trading cards.

RULE #7: If you are going to trade cards, then trade cards. That means not trading your new baseball glove for a Poliwrath or trading your parents' new Buick for a Charizard. Trust me on this, it may seem like a good idea to trade your big brother's stereo for a Zapdos, but you'll soon regret it.

RULE #8: Trading is a game and, like any other game, it should be fun. Hurt feelings,

bullies, and kids that rip off other kids are no fun. If you are not having fun during a trading group, then stop.

RULE #9: You need rules. Every group of kids has its own set of rules for trading. One group I know only lets a kid touch the card he wants for one minute before he has to decide whether to trade or not trade. Make sure that everyone in the group knows and understands all the rules of a trade before you start swapping cards.

RULE #10: If something is wrong with a card, don't try to hide it. If you're trading a Beedrill that your little brother wrote "POOPIE-DOOPIE" on the back in yellow crayon, the kid you are trading with should know that. Nobody likes to find out that the card they just got in a trade is less than perfect.

"I don't trade that much because I don't have very good cards and everybody has the cards that I have, except for my Wartortle. In the steel yard sometimes we

sneak looking at the cards and trading them. One of the only trades I've made is three small pieces of candy for a Dodrio."

—Nina

"The best trade I made was a Dugtrio for a first edition holographic Raichu. Because they're both rare, but a first edition is good and holographic is good, so I did it the second my friend offered. I always ask him why he wanted the Dugtrio and he told me he was dumb that day. He was thinking about how much Dugtrio could take away, but once he realized, he was like, 'I shouldn't have done that.'"

—Dennis

Fakes, Forgeries, and Bootlegs

"Counterfeit cards are stupid and a rip-off because you can get about 30 cards for \$2. Someone

*gave me counterfeit cards twice
and I threw them away."*

—Nina

*"If you hold up the card and you
can see right through it, then it's
a counterfeit."*

—Travis

This really weird thing started happening just after Pokémon got really big: a lot of fake cards started showing up. I don't know where they came from or who was making them, but suddenly they were everywhere. Kids I know started calling the cards "bootlegs," which means fake, then they started calling them just "boots." Some of these cards, I know for a fact, were bought in real stores. Some of them were packaged in unofficial plastic wrappers and some of them were in paper wrappers.

Also, a lot of these cards were bought by parents who wanted to make their kids happy. Hey, what do parents know about Pokémon, right? They bought the fakes

without knowing about them. It's not their fault, they were doing the best they could. So if your parents do bring home fakes, don't be mad at them. They didn't know any better.

Here are a few rules I've found helpful in telling the fake goods from the real deal. Remember, these are just some very basic rules.

A) Get a card that you know is genuine and hold it up to the light and then hold the card you think might be a fake up to the light. Both of them should let the same amount of light through—that is to say, the paper the card is made of should be the same quality. Hint: usually the real cards are made of thicker paper than the fakes.

B) The real cards will have the "Nintendo Seal of Quality" on the package. And look for the teeny-tiny print that reads: "© 1995, 1996, 1998 Nintendo, CREATURES, GAME FREAK, WIZARDS" at the bottom of each card.

C) Check out the holo on Holo cards. Again, get a card you know is real and compare it against one you think might be

a fake. The holo should be the same type. It should reflect light in the same way.

D) Examine cards you buy that are not sealed in official Nintendo packs. If the store owner won't let you take a really close look at the card, then come back with a parent and have them look at it closely.

E) Get a bunch of real cards and insert the card you are not sure about into the deck. The fake cards are sometimes smaller or larger than the real cards.

F) Another cool thing to do is to examine a fake and a real card very closely and compare them. That means getting out a magnifying glass or microscope if you have one and examining everything about the card, such as the tiny patterns in the holo or the printing of the letters. You may see a lot of little differences between the two cards.

The True Story about Pokémon Cards

SOME KIDS ASKED ME A LITTLE WHILE AGO about who made the Pokémon cards and

if there was anything special about them. I told the kids that Pokémon cards were made on a secret island that was surrounded by a huge high fence and guarded by guys in gray uniforms with giant pictures of Poliwhag on their chests.

Yeah, yeah, I know, it's not nice to lie to little kids. But then I got to thinking about who *did* make Pokémon cards. Maybe they *were* made on a secret island and all that. So I started asking around. And surprise, surprise, there is no secret island and no Poliwhag guards. The cards are made by a company in Washington state called Wizards of the Coast.

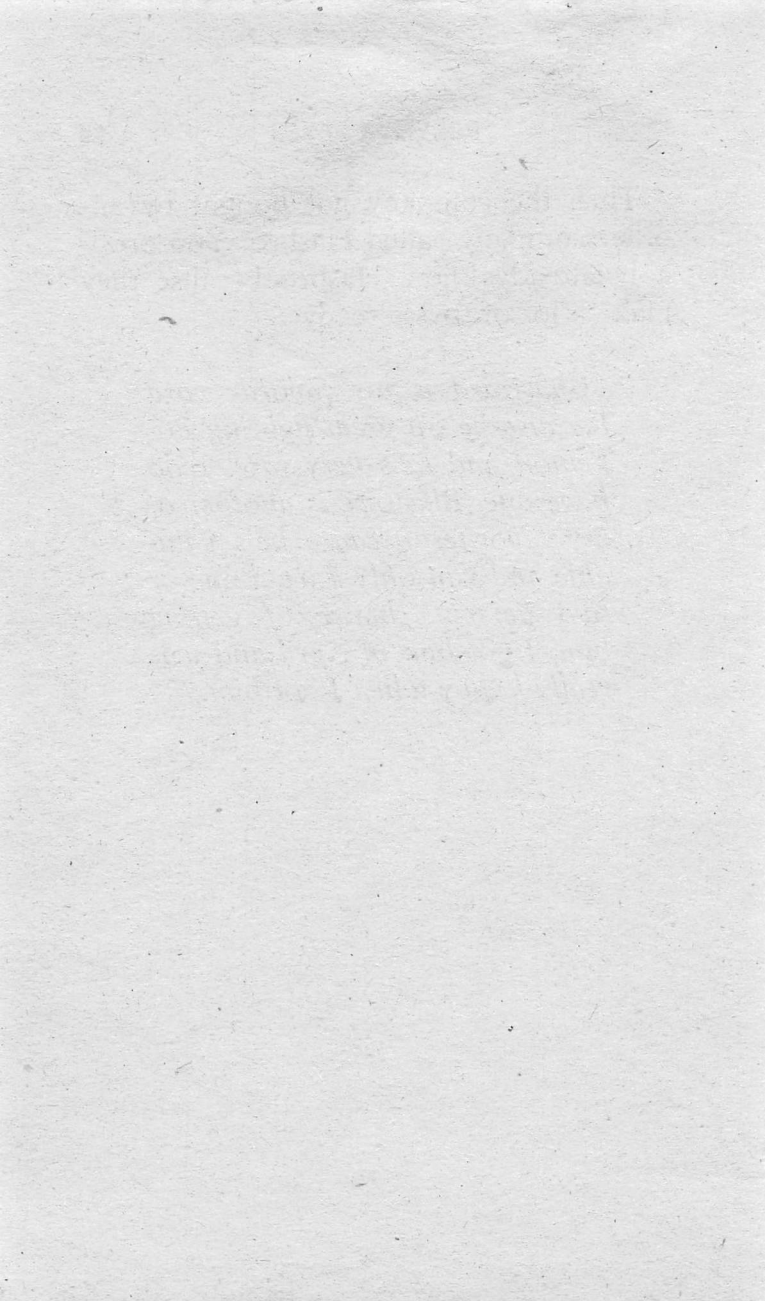
Wizards of the Coast started out making another trading-card game called Magic: The Gathering, which is mostly for older kids and adults. And they sold millions and millions of those games, too. They also publish a lot of science fiction and fantasy books for older kids.

The company hasn't been around very long, only since 1990, but it's done a lot! They organized tournaments for their card games, opened up stores, and published books. That's pretty cool.

Then the company got bought by another company called Hasbro. You probably already know Hasbro because they make a lot of toys already.

"Charizard is my favorite card because he's a great fighting Pokémon and he's very rare. I do have one. Blastoise is another of my favorites because he's valuable and you only have a one or two percent chance of getting him. I got him in April and was really happy when I got him."

—Greg



Pokémon Pinball

ESRB Rating: E for Everyone

"I got up to Level 3, I think, and I've played twice. It's fun to try and aim at the different icons. It's fun to catch stuff because it's hard and so when you finally catch something it's exciting."

—Zaro

I hate walk-throughs. I think that they take a lot of the fun out of the game. Instead of letting you explore the game on your own, they give you a map. There are no surprises with walk-throughs. Kids who

use walk-throughs never get to explore a game on their own.

I'm making something of an exception here. Pinball is a tough game and Pokémon Pinball can be tough to play, too. So I'm including some, but not all, of the basics here. The stuff I'm including here should give you a pretty good start to playing and having fun with the game.

First of all, Pokémon Pinball is a great game. A lot of times when a company has a super megahit like Pokémon, the next game they have with the same name isn't as good. And, to tell the truth, sometimes the next game just stinks. But Pokémon Pinball isn't like that—it's a great game and it would be a great game even if it weren't called Pokémon Pinball. It could be called Harold Wears His Underwear On His Head Pinball and it would still be a great game. Of course, then you would wonder what all those Pokémon were doing in the Harold Wears His Underwear On His Head Pinball game. It would be confusing for everyone, so it's a good thing they called it Pokémon Pinball.

Now, where was I? Oh yes, Pokémon

Pinball is a great game. It really is a lot of fun. And it's rated E by the ESRB and that means it's suitable for everyone to play. That is not to say that it is an easy game, because it isn't. In fact, it's a tough game. It takes a lot of practice to get good at it.

One of the reasons that I like the game is that it's the first Game Boy game with a rumble pack built right into the game pack. The rumble pack lets you really feel the action.

"I play a lot because my brother owns it. I like to return to different towns because it goes by really fast. Lavender Town and Celadon City are my favorite towns."

—Greg

Game Play

THE IDEA BEHIND POKÉMON PINBALL IS THE same as a regular Pokémon. You have to catch all 150 Pokémon by playing. And playing means hitting the different targets

on the playfield. Plus, there are two different playfields—Red and Blue, just like the real Pokémon game. Some Pokémon are on the Red and some are on the Blue. And you have to play both versions to get all the Pokémon.

“I got pretty close to the end, sort of not really an end. The Blue is the harder than the Red one. I like the Blue better because it’s harder.”

—Adrian

Good News and Bad News

THE GOOD NEWS IS THAT POKÉMON PINBALL can be played on both the regular and Game Boy Color.

The bad news is that it works better on the color version than the standard version.

The good news is that both the Red and the Blue playfields are included in the one game. That means you don’t have to buy

two different versions to collect all 150 Pokémon. There's even a built-in Pokédex to help you keep track of the Pokémon you capture. As soon as you catch one it will appear in the Pokédex. Cool, huh?

The bad news is that you can't trade Pokémon between two pinball games with a friend, like you can with regular Pokémon.

The good news is that you can trade high scores with a friend. And you can print out your high scores on stickers if you or a friend has a Game Boy printer.

The bad news is that I've run out of topics for the Good News and Bad News Section. So, it's over . . . wait, maybe that's good news that it's over.

Playing The Game

"I play Pokémon Pinball at my friend's house. You have to get onto the Diglett level and you find these Digletts and they pop out of these little holes and you have to bang them on the head. I only got five points because the

Diglett kept coming out faster and faster and faster and faster."

—Matthew

So you probably already know a lot about Pokémon Pinball already! Either you already have it or one of your friends has it and let you play.

The first thing you are going to discover when you start playing Pokémon Pinball is how different it is from regular Pokémon. Hey, it's a whole new game—it's pinball! That means you have to learn a whole new way of catching and evolving Pokémon.

Some of you maybe have played pinball in arcades or the local candy store, so you already know the idea of the game—to shoot the ball back up the playfield using the flippers at the bottom.

Now, I want to say something that I've said before about the regular Pokémon games: You don't have to collect all of the Pokémon to have a good time. The main thing—*the only thing!*—is to have fun playing. If you just like knocking the ball around the playfield and getting high scores, then that's fine.

"A good way to get extra points is to light up all the C-A-V-E letters to spell Cave. Once you get them all lit, don't go into the cave. Light them up again and you get a double point bonus."

—Willy

Pinball Basics

THE FIRST THING I ALWAYS DO WHEN I PLAY a real pinball machine for the first time in an arcade is to step up and just knock the ball around awhile. This gives me a feel for the machine and lets me practice. I think that's also a pretty good idea for Pokémon Pinball, and it doesn't cost any money to do it. This is excellent for buttoning practice and it will give you a chance to get used to the feel of the rumble pack.

Now, don't get mad or anything if you can't keep the ball on the playfield for very long when you play the game for the first couple of times. It's a tough game to play well. It takes a little bit of practice and you have to move much faster than with regular Pokémon.

A lot of you are probably asking yourselves what playfield is easier when you are just starting out. Is the Red playfield easier than the Blue playfield? Is the Blue playfield easier than the Red playfield?

That's a really good question. Too bad I don't have a good answer. Some kids I spoke to thought the Red playfield was easier. Other kids thought the Blue playfield was easier. When I played it myself, I thought they were about the same.

The main thing that kids thought made a difference between the two playfields was the arrow on the Blue version. Some kids I talked to thought the arrow was great because it helped move the ball along in the right direction. Other kids thought the arrow was a pain, because it changed the direction of the ball when they didn't want it changed.

The two playfields are also different, but that's a good thing. It's like getting two different games in one!

My advice is to check out both playfields to see which one you like best. Then start playing seriously on that playfield.

Tilt! . . . Tilt! . . . Tilt!

ONE OF THE MOST IMPORTANT SKILLS YOU can learn in Pokémon Pinball is how to tilt the playfield. On real pinball machines players will tip and bounce the machine ever so slightly to move the ball away from a gutter or toward the flippers. If they tip it too much, then the "Tilt" light comes on and they lose their turn. You can still tilt the machine, but you don't have that problem of losing your turn with Pokémon Pinball.

The way you tilt the playfield with Pokémon Pinball is by pressing buttons.

- To Tilt playfield to the right: Press the Down position on the control pad
- To Tilt the playfield Up: Press the Selection button
- To Tilt the playfield to the Left: Press the B button

These buttons are really valuable to learn and can really help you play a high-

scoring game. Just experiment with them a few times—like try tilting a ball toward a flipper—and you'll see what I mean.

"When I play, the first thing I do is fill up the Thunder Meter. That's the first thing I try. If the Thunder Meter is full, Pikachu will save your ball from going out. You can move the save from right to left with the arrow buttons. You build up the meter by going around the right loop."

—Willy

Tricks, Tips, and Hints!

Fast Ball Upgrade: Press Left or A to move the light after the Pokéball hits all three lights at the top of the playfield.

Moving Pokémon: To get your captured Pokémon to move, go to the built-in Pokédex and highlight one of the Pokémon that has not been involved. Then press the Start button and he'll move for you!

To Reset A Game: Press Start and press A and B buttons at the same time.

Rumble Show: Go to the main menu and select Options. Then activate rumble. Pikachu will grab Psyduck's tail and a cartoon balloon will come out of his mouth that says "Pika" as the rumble pack shakes. Okay, it isn't first-rate entertainment, but it's still pretty funny.

Don't Be Fooled: Sometimes you go into the Pokédex and see just an outline of a Pokémon. That doesn't mean you've captured him, only that he is or was available to capture. Once you capture the critter, then the stats and the full picture will appear.

How To Play

AS I SAID BEFORE, PINBALL—ANY PINBALL machine—can either be played just for the fun of knocking the ball around the playfield or according to the strict rules. To play by the rules you have to understand how pinball works. First off, it's a lot dif-

ferent from a regular video game or your regular Pokémon game. Hey, it's pinball!

First off, with pinball, the playfield pretty much stays the same for the whole game. This is true for Pokémon video pinball and real pinball machines. What does change are the "modes." The "mode" you are in sets the rules for the game. For instance, when you first start the game, you probably want to go straight to the "Catch 'Em" mode. On the Blue playfield you have to shoot the ball around the right loop. Each time it travels through to the right loop, the "Catch 'Em" arrow will light up. When you have two arrows lit you can then shoot the ball into Cloyster to start the "Catch 'Em" mode. The Red playfield is the same, except you have to aim for Bellsprout and not Cloyster.

This mode is timed, so you have only two minutes to capture your Pokémon. You know what Pokémon you are trying to catch because there is a picture of him in the little box.

To catch a Pokémon you have to aim the ball to where the arrow on the playfield points. When you hit that area you

will light up a piece of the Pokémon in the box. It usually takes six hits to catch the Pokémon.

Easy, right? Don't bet on it. Because even as you are trying to hit the target, you still have to keep the ball from draining out between the flippers at the bottom. And you have to hit the target six times within two minutes! Yikes!

And there's more! You have to move through different places to catch all the Pokémon! You can catch some Pokémon in Pallet Town, but there are others out there in Viridian City and Seafoam Island.

The Red Playfield

THE FIRST THING THAT YOU ARE GOING TO notice about the set-up of the playfields is that the places seem really familiar. They have the names of the places that appear in the Blue and the Red versions of the video game.

Area #1 starts with Pallet Town, Viridian Forest, Pewter City, Cerulean City and Vermillion City. In fact, if you're a big fan of Pokémon Blue or Red, then you know

these places appear in almost the same order that they appear in when you play the Red or Blue! There's also Rock Mountain and Lavender Town in Area #1.

I know, I know, pinball is an entirely different game, but being in a familiar place, even if you're not playing the same game, can help you.

In Area #2, you're not so lucky. This area begins with Cycling Road and then takes you to Safari Zone, Seafoam Island and Cinnabar Island. Again, you'll recognize these place as familiar from your Blue and Red experiences, but they are not as close to the regular Pokémon games as the first Area.

The important thing to remember is not to count on the pinball game being exactly like the Blue or Red versions! The names of the places are the same, but they are not in the same order as you may be used to finding them. So don't get freaked out when Safari Zone doesn't appear near Fuchsia City. And remember, too, you move through the playfield places differently. Hint: You move from the Area #1

to Area #2 before you finish all the places in Area #1.

The third place, Area #3, comes at the end of the game. This is pretty much like the Red and the Blue versions. Plus, I found it to be a very hard Area to play, just like in the Blue and Red versions.

The Blue Playfield

LIKE THE RED PLAYFIELD, THE BLUE PLAYFIELD also follows some of the regular Pokémon games in the order that places appear. For instance, the Blue Playfield begins in Area #1 with Viridian City, then Viridian Forest, and Mt. Moon. You'll notice that Cerulean City and Vermillion City are also in the same order as they appear in the video game. Next comes Rock Mountain and Celadon City.

In Area #2 you encounter Fuchsia City, Safari Zone and Saffron City first. Fuchsia and Safari Zone kind of go together in both pinball and the video game, but Fuchsia and Saffron are kind of flipped around. Remember, in the video game's Blue and Red versions, you hit Saffron City before Fuchsia.

Area #2 goes on to Cinnabar Island and then Indigo Plateau, just like on the Red playfield.

I know, all this can be confusing. The main thing to remember is to not count on the places being in the same order that they are in the video game.

Also, it's important not to be fooled. Just because the Red and the Blue playfields have some of the same places, that doesn't mean those places contain the same Pokémon in the some locations. Places like Rock Mountain, Safari Zone, Cinnabar Island and Indigo Plateau are different in the Red and Blue playfields.

SOME POKÉMON WILL ONLY APPEAR IN THE RED PLAYFIELD AND SOME WILL APPEAR ONLY IN THE BLUE PLAYFIELD! JUST LIKE IN THE RED AND BLUE VERSIONS OF THE VIDEO GAME!

The way you move through the different places is by the Map mode. You have to hit Diglett on the Red playfield and Poli-wag or Psyduck on the Blue playfield three times to activate the Map mode. On the

Red playfield you then have half a minute to either shoot for the Bellsprout's mouth or right loop when Dugtrio comes up on the right; or if Dugtrio comes up on the left, you have to shoot for either of the two left loops.

On the Blue playfield you have to either shoot for Cloyster's mouth if you activated Psyduck or the right loop. If you activated Poliwag you have to shoot for Slowpoke or the left loop.

Hey, nobody said this was easy! It's going to take practice to get good enough to shoot the ball accurately and to remember what you have to do.

The next mode is the Evolution mode that allows you to evolve your Pokémon. To activate the Evolution mode, you have to put the ball through the left loop. This will light up an Evolution arrow. You have to light up three arrows to start the mode. Then, when all three arrows are lit, shoot the ball into the Evolution Cave (Red playfield) or Slowpoke's mouth (Blue playfield).

Bonus Levels

BONUS LEVELS ARE HIGH-SCORING LEVELS that let you get a lot of points. A lot of kids I spoke to about the game had a real problem with Bonus Levels. The word “bonus” is the clue with these special features. You get to a Bonus Level by doing something else. They should not be your goal in the game—they are kind of a reward for reaching a goal.

What you have to do to reach a Bonus Level in both the Red and Blue playfields is capture three Pokémon in the same location, whether it be Pallet Town or Viridian Forest, during one game play. When you have the three Pokémon—you’ll see how many you have because there is a counter under the location picture—there’s a little Pokémon symbol that lights up when you catch one.

When you have all three Pokémon symbols lit up you’ll see a symbol telling you to go to the bonus. Shoot for the “cave” at the center of the playfield to activate the bonus round.

Some bonus rounds are timed and some are not, but all of them are a lot of fun. They are like little mini-games that let you score lots of points. For instance, you can score a million points or more in the Diglett Bonus Stage!

Changing Lanes

IF YOU SPELL OUT THE WORD CAVE BY HITTING the letters on the outer lanes and inner lanes, then you can go into the Slots Bonus mode by getting your ball in the center "Cave" target and get a bunch of really good modes, like the Super Pikachu Kickback or an extra ball and lots of other stuff.

Now, here's a pretty good trick. Suppose for some reason your ball never, ever goes through the outer left lane. It always, always goes through the inner right lane. That's not a problem. You can spell out the word CAVE just the same. Simply press the A button or the Left direction control pad button and the position of the lit lights will change.

You have to be really quick to do this

trick, but it does work. You have to remember what letters you already have lit in the word CAVE and change their position so that you light another letter when the ball goes through. It's a tough trick to learn, but it can get you some good bonus rounds.

Remember This Stuff

IT'S EASY TO GET CONFUSED BY ALL THIS stuff. The trick is to remember that all pin-ball machines work the same way: Activate a mode and then accomplish a task. Think of it like this: by activating a mode you are turning on a mini-game. It's like a game inside a game. This mini-game has its own rules. That means you have to do something very particular when playing the mini-game. So whether you want to collect, evolve, or move from one area to the next, there are two things you need to learn.

First is how to turn on the mode.

Second is what you have to do in that mode.

My advice is to try and learn one mode at a time.

Super Smash Bros.

ESRB Rating: E For Everyone

"My favorite game is Super Smash Bros. because it gives you the chance to make Pikachu or Jigglypuff 1st Place!"

—Tim

If you want to be really, really strict about it, this is not really a Pokémon game. Super Smash Bros. is really a Nintendo game with some Pokémon characters in it—Pikachu, for instance. But there are also a lot of other characters in it from a lot of other video games. The idea, I suppose, was to get fans from a lot of video games to play because it included many of their favorite characters.

Super Smash Bros. is made for the Nintendo 64 system and is a little more difficult to play than your typical Pokémon game.

It's also a fighting game, so you have to be careful about asking your parents to buy or rent it. If your parents say "no," then you're not really missing an actual Pokémon game. If they say "yes," then it can be a fun game. Even though it is a "fighting game," there really isn't much violence. For one thing, the characters are all cartoon characters, and for another thing, nobody really gets hurt or seems to get hurt in the game.

Super Smash Bros. can have as many as four people playing at once, each one picking a famous Nintendo video game character. So, yes, you can play as Pikachu. There are eight different characters to choose from when you start playing, then another four hidden characters that you can choose later on for a total of twelve characters.

Experienced Nintendo game players will recognize many of the locations. For instance, the game takes place on Hyrule

from the famous Zelda games to Pokémon's own Saffron City. In all, there are nine different locations, each one based on a famous video game. The real video game fan will enjoy the music borrowed from other games, like Pokémon and Mario, that is included in this game. It's kind of weird to hear other video game theme music in this game, but it's kind of fun, too.

Even though this is "officially" a fighting game, the idea isn't to actually beat up the other guy. The idea of the game is to force or throw your opponent off a platform. It's true, you can kick and punch, but the main thing is to get him off that platform.

Now, there's a lot of pressing of buttons that has to be done very quickly and in the right order. There aren't a lot of "combos," like in other fighting games, where you have to press a bunch of buttons all at once or very quickly, one after another, but you do have to be pretty fast on the buttons in Super Smash Bros. and this will take a while to learn. That's the major difference in playing a role-playing game or RPG like Pokémon, and a fighting game.

In Pokémon you have to learn where everything is—explore. In Super Smash Bros., you have to learn to work the characters by pushing buttons on the controller. And, believe me, it can take just as long.

The Buttons

Fighting buttons are the A and B buttons.

The Jump button is the C button.

L makes you pose at the end of a match for extra points.

Z is a defensive button.

Mostly you will be using the A, B, and C buttons, so unlike other fighting games, Super Smash Bros. is not very hard to control, but it will still take practice.

As I said before, this game contains a lot of characters from other video games. That's really the most interesting thing about it, that all of these different characters have gotten together from other games. And while what they do in Super

Smash Bros. isn't much like what they do in the original games, they still have a lot of the same personalities and features.

The Main Characters

Mario from Super Mario and a bunch of other games

Donkey Kong the gorilla from Donkey Kong

Link from Zelda

Yoshi from the Mario games

Pikachu from Pokémon (other Pokémon, like Snorlax, also make special appearances, but you can't play as them)

Samus from the Metroid games like Metroid II: Return of Samus

Kirby from the Kirby games, like Kirby's Dreamland 64

Fox McCloud from Star Fox 64

The Hidden Characters

THERE ARE ALSO FOUR "HIDDEN" CHARACTERS that you can only play when you have scored enough points or defeated an opponent.

Luigi from the Mario games

Jigglypuff from Pokémon

Captain Falcon from F Zero X

Ness from Earthbound

Now, the good thing about the game is that every character has their own special moves. That's pretty cool because the moves are a lot like their personalities when they appear in other games. So, when you play as Mario or Pikachu, it really is like playing as Mario or Pikachu. And since all the characters have different moves, then there's a lot to learn and you won't get bored with the game easily. Hey, it takes a long time to get good at controlling all 12 characters!

The Main Locations

A) PEACH'S CASTLE: Mario and Luigi

B) PLANET ZEBES: Samus

C) SAFFRON CITY: Pikachu

D) DREAM LAND: Kirby

E) CONGO JUNGLE: Donkey Kong

F) YOSHI'S ISLAND: Yoshi

G) SECTOR Z: Fox

H) HYRULE CASTLE: Link

I) MUSHROOM KINGDOM: Original
Mario games

Secrets (Some of them Silly)

Change Costumes: It's possible to change a character's outfit. All you have to do is tap

all the C buttons at the Character Select screen.

To Play as Luigi: It's easy, all you have to do is beat all eight original characters in the Bonus Practice 1. Then you fight Luigi. If you beat him, too, then you'll be able to play as him.

To Play as Jigglypuff: You just have to beat the game with any character. At the end, you'll have to fight Jiggly; if you beat Jiggly, then you can select her as a character.

To Play as Ness: First set the game to "Normal" difficulty and the number of lives to three. Then beat the game without hitting any continues. This will put you up against Ness. If you beat him, you can then choose to fight as Ness.

To Play as Capt. Falcon: Set the game to "Normal" difficulty as fast as you can. At the very end of the game you'll fight Falcon. If you beat him, then you can use him as a selection.

Sound Test: This is a classic video game secret and kind of a treat for experienced gamers. To unlock the sound test of this game you have to win both bonus games in the single player mode. And you have to do it with all 12 characters. It's not easy.

Classic Super Mario Bros. Mode: To access this classic scene for the Versus mode you have to beat the game with all eight original characters on Normal difficulty using only three lives.

Surprise Visits: Once you get out of the "training mode" be sure to study the backgrounds carefully, some surprise characters from other video games can often be seen.

Tips and Strategy

THIS IS A DIFFICULT GAME, THERE CAN BE no doubt about that. What you have to remember is that the game gets more difficult as you go along. So take advantage of the practice modes and get all of your

moves down. And remember, each opponent is different. What doesn't work on one opponent may work on another, and what works on one may not work on the next.

The first couple of opponents are pretty easy, but believe me, it gets a lot more difficult as you progress.

The Shield: The shield works best when guarding against long-range attacks. And remember, even when it is not being hit, it still is draining energy.

Edges and Ledges: If you get knocked off the platform, try to come back and grab on to the edge. You can hold on there awhile. As you climb back up, your best strategy is to attack by pressing the A button.

Finding Items: Some items appear like magic and other items you have to find by breaking open barrels or eggs. These containers may contain valuable items such as weapons you can grab and use or things

to restore health. If given a choice between a weapon and something to make you strong again, always go for the thing that restores your health.

Long Range: A good long-range attack is throwing an item, especially when you have somebody coming after you.

"A trick I learned in Super Smash Bros. was when you go to Free-for-All with the console, look at the top left corner of the screen and press Free-for-All, then Free-for-All will change to Team Battle. When you go into Team Battle, use Pikachu and Yoshi. Pikachu and Yoshi are the best team together, I think. I beat the other players when I played as Pikachu and Yoshi on my team. I tried using Pikachu with Kirby, but it didn't work. That's because, like I said, Pikachu and Yoshi go best together."

—Tim

Poké Balls: The Poké Balls in Super Smash Bros. aren't really like a "power up" or bonus, they are more like an "instant teammate." There are thirteen Poké Balls in all. The way that they work is that whoever throws the ball gets the Pokémon as a teammate. That's fair.

However, you never know what Pokémon you are going to get. So that can be a big surprise. Does it make a difference what Pokémon you get? Heck, yes! Because each Pokémon fights a different way.

The 13 Pokémon in the Super Smash Bros. Poké Balls are:

Beedrill
Blastoise
Chansey
Charizard
Clefairy/Clefable
Goldeen
Hitmonlee
Koffing
Meowth
Mew

Onix

Snorlax

Staryu/Starmie

ITEMS: Just when the action gets going in this game, a new item comes into the picture. How well you do in the game will depend on how well you use these items.

First off, there are Containers. These are the Crate, the Capsule, the Eggs, and the Barrel.

The Crate: Break it open as soon as you can. It will contain some goodies that can help you.

The Capsule: Break it open, it will contain an item that can help you.

The Egg: Chansey throws them and they contain items that can help you.

The Barrel: These are tough to break open and often explode. You can still throw them at opponents and roll them.

Warning!

BE CAREFUL WHEN BREAKING OPEN CONTAINERS. Just because you broke it open doesn't mean you get to automatically use whatever is inside. If you are playing against a clever opponent, he can run up and steal the item or items from you.

Items You Might Find

Fan: Use it to whack your opponents.

Baseball Bat: Hit your opponent with it. More heavy duty than the fan.

Light Sword: Swing it and it says, "Luke, I am your second cousin on your mother's side from Cleveland . . ." Okay, just kidding. It doesn't really say that. You use the light sword as you would the bat.

Hammer: Swat your opponent with it. Actually it is more powerful than the Bat or Light Sword.

Motion Bomb: Plant it and wait for opponents to get too close.

Bob-omb: From Mario, of course, a tiny guy with a big boom!

Bumper: Works like a bumper in a pinball game. Plant it close to the edge and knock opponents into it.

Shells: They come in red and green and you throw them.

Fire Flower: It shoots flame.

Ray Gun: It's a fun weapon while it lasts, but then your only choice is to throw it.

Star Rod: You can smack someone with it and you can also shoot stars out of it.

There has been some confusion out there as to just what Pokémon is released in some cases. For instance, one kid I know said Staryu and another said Starmie. Okay, okay, Starmie is the evolved

version of Staryu, so it really doesn't matter that much. Trust me on this. It doesn't. You will not find the question: "*What Pokémon was released with a Poké Ball in Super Smash Bros? Was it Clefairy or Clefable?*" on your college entrance examination. As a matter of fact, if you find that your knowledge of Pokémon helps you in your college studies in any way, consider changing schools.

Playing As Pikachu

AS A TRUE POKÉMON FAN YOU PROBABLY want to play as Pikachu, right? But what chance does a little tiny furball like Pika have against a big giant furball like Donkey Kong?

Well, Donkey may be huge and strong, but he's also slow. Pikachu is the quickest character in the game. That means you have to use Pikachu's speed as an advantage over other larger characters like Donkey Kong. You also have to take advantage of his ability to shock with his electric powers.

Some (but not all) of Pika's Moves:

Taunt: Hold Left.

Electric Strike from Above: Push Down and B at the same time.

Quick Escape: Push Up and B at the same time.

Head Butt: Push A.

Super Tail Flip: Up and A at the same time.

Flip Kick: Hold Up and A.

Tail Attack: Hold Up and A at the same time.

Tail Spin: Hold Down and A at the same time.

Remember!

ALSO, REMEMBER, THE Z BUTTON LETS YOU block and the R button lets you grab stuff.

Pokémon Special Pikachu Edition: Yellow Version

ESRB Rating: E For Everyone

A LOT OF YOU GUYS READING THIS PROBABLY already know all about the Yellow Edition. Heck, you probably know more about it than I do because the game will have been out a lot longer by the time you read this. However, there are probably a lot of you out there that don't know about it yet, so I'm going to cover some of the basics first.

Sometimes it's called Pikachu and sometimes just plain Yellow, but it is great, whatever you call it. I myself call it Sidney, but I'm the kind of guy who likes to name each of his socks. (That's not weird, is it?)

First off, make no mistake, the Yellow is Pokémon and is just as good as the Red

or Blue versions. In my opinion, it's even better than the Red and Blue for a few reasons, including the improved graphics or pictures. There are also a bunch of other features, which I'll talk about later, that I really like.

I could write a whole book on Pokémon Yellow. But then I'd only be repeating a lot of the information from the book on the Blue and Red versions. I'm going to assume that if you're reading this book that you already have a lot of the basic Poké skills from playing either the Red or Blue version. That is to say, you don't need a lot of information about TMs or battle strategy. So what I'm going to do is pay more attention to the differences the Yellow version has compared to the Blue and Red versions. I will throw in some basic tips, but they won't go into a lot of detail. Okay?

The Same, Only Different

YELLOW IS THE SAME AS THE RED AND Blue, but very different, too. It's the differences that make it better.

First off, as you probably know, Pikachu follows you right from the beginning. He won't go into a Poké Ball and he won't evolve—you're stuck with him. So instead of having a choice between Charmander, Squirtle, or Bulbasaur at the beginning of the game, you have the little yellow guy almost from the very beginning. For all those Pika fans out there, this is a dream come true. He even talks to you.

Now, if you've been watching the TV show, a lot of the changes will be very familiar to you. For instance, Pikachu following you around, just like he follows Ash around in the TV show. You'll also find Team Rocket baddies Jesse and James with their Pokémon Ekans, Meowth, and Koffing. You'll also find an actual Nurse Jenny in the Poké Center.

Think of the Yellow version as playing inside the TV show.

So for all the kids who didn't think watching the TV show helped them play, this game comes a lot closer to the TV show than the Blue or Red versions.

And that's not all. Like I said, a lot of the artwork on screen is really much im-

proved. I don't know about you, but that really made a difference for me. Personally, I like all the improvements in the way the game looks, although some of the kids I spoke with had to "get used to it."

Wait! There Are Even More Changes

FIRST, THE POKÉMON AND GYM LEADERS you found in the Red and Blue versions are included, but in different areas of the game. So don't go thinking that just because you "know where everything is" from playing the previous games, that the Yellow version is going to be easy. Also, Pokémon learn and evolve differently in the Yellow version.

What all this means is that you have to learn a whole new set of rules for playing. While the Pokémon and places may look familiar, they are different. So you have to try and not take anything for granted. *Just because a strategy worked in Blue and Red doesn't mean it is going to work in Yellow!*

With the Yellow version you can also print out your Pokédex with the Game Boy printer. This won't really help you win the game, but it's still pretty cool. And there are also added sounds, like Pokémon voices.

What About Gary?

IN THE BLUE AND RED VERSIONS OF THE game you get to choose which Pokémon you want to start with in your party and that determines what Pokémon your rival, Gary, will have at the end of the game. In the Yellow version, you don't get to choose. You get Pikachu. But you do have to fight Gary and his Eevee early on. As a matter of fact, what Pokémon he fights you with in the last battle depends on how well you fought him in previous battles.

"The first battle with Gary and his Eevee is easy. I just used Pika's Thunder Shock on him and won."

—Maxwell

Handy-Dandy Factoids

Plan Your Team: Just like in the Red and Blue versions, you have to put together a well-balanced team if you want to get to the end of the game. That means all different types of Pokémon.

Trade! You have to trade with friends via Cable Club to collect all the Pokémon in the Yellow version.

Where's Pika? When Pikachu gets his butt kicked in a fight, he vanishes back to the Poké Ball.

He's Baaack! Your rival Gary starts the game with Eevee. This is not a very hard battle and you should be able to win pretty easy. But if you don't win, don't worry. You'll run into Gary again.

How's Pika Feeling: Turn Pika toward you and press the A button. A little screen in the center of the screen will appear with his face. If he's smiling he's in a good

mood. If he's frowning, he isn't in such a great mood.

The Evolution Solution: Just like in the Red and Blue versions, Pokémon who are traded evolve faster.

Battle Friends: There is a Colosseum just like in Red and Blue, but there is also a Colosseum 2 in the Yellow version. You get to Colosseum 2 through the Cable Club. In this Colosseum you battle your friends just like in the "regular" Colosseum, but there are different rules and prizes. There is the Poké Cup, Pika Cup, and Petit Cup in Colosseum 2.

What Are Friends For? If Pikachu gets mad at you (and he can be cranky) then take better care of him. That means pay more attention to him by sending the little guy into battle and use healing potions on him. Pika will get mad at you if you try to evolve him, trade him, or do anything that removes him from your side. By the way, he can't be traded or evolved, anyway.

No Missingno! Missingno is not in Yellow version, so don't even bother looking for him/her/it.

No Pika Evolution: Pikachu does not evolve in this game, so don't go handing him any stones or anything. You have to trade if you want a Raichu.

No Pika Trading: Nope, you can't trade him away. As a matter of fact, if you try to trade Pikachu, he gets very cranky!

It Only Gets Harder: Just like the Red and Blue versions, the battles get more difficult as you progress through the game.

Use the Same Battle Trick: The best battle trick that kids discovered in the Blue and Red versions was to send a weaker Pokémon into battle, then switch with a stronger Pokémon. And after you win, both Pokémon get rewarded. It worked in the Red and Blue versions and it works in the Yellow version.

Pokémon Not Included in the Yellow Version

AS I SAID BEFORE, YOU STILL HAVE TO trade with friends who have the Blue and Red versions to collect all the Pokémon. If you have been trading a lot with your Blue, or Red versions, you probably know all of this. However, if you are just starting out, the stuff about trading might prove useful.

Keeping track of what you need and trades and who has what, isn't always easy. Now, it can be even more difficult because you have three different games. So you might want to look the following stuff over to remind yourself what's going on.

Evolving

EVOLVING, AS YOU KNOW, IS A MAJOR PART of Pokémon. And while you probably already know this, I'll go over it again. Each

Pokémon may actually be two or three different Pokémon, because it has the ability to evolve. So, for instance, if you have the Yellow version and need #13 Weedle, you can trade to get this Bug/Poison Pokémon with someone who has either Blue or Red versions. You'll need Weedle to get him to evolve to #14 Kakuna and #15 Beedrill. If you want a complete set of Weedle, Kakuna and Beedrill, you have to trade three times to get each one. Simply evolve the first one you get, then trade for others and only partially evolve them. Or get three different people to trade a Weedle and evolve all three to different levels to get the complete set.

This is also true for #23 Ekans which evolves into #24 Arbok. You can get this Poison Type that was originally part of the Red version.

Raichu #26 is one you probably want, since Pikachu doesn't evolve in the Yellow version (so, please, stop trying to evolve him. It is very annoying to him. It's also annoying if you try to trade him). In order to get a Raichu you have to trade with

someone who has the Red or Blue versions to get a fully evolved Pikachu.

Blue or Red

IN SOME CASES, POKÉMON DO NOT COME in both the Red and Blue versions. So if you ask someone with a Blue version to trade his or her Ekans, they might not have it yet, because Ekans only comes in the Red version. However, if they traded to get an Ekans, they can re-trade with you and give up the Ekans.

In some cases, the Pokémon you need only comes in the Blue or in the Red version. This is true for #52 Meowth and his evolved form Persian #53. This Normal Type is only found in the Blue version, so you have to trade with someone who has a Blue version or someone with a Red version who has already traded for a Meowth. This is also true for #125 Electabuzz; this Electric Type in its fully evolved form can be traded from someone who either originally received this Pokémon in a Red version or who has a Blue version and has traded with someone with

Red for it. #126 Magmar is a Fire Type in its fully evolved form and originally came with the Blue version.

However, some of the Pokémon that don't appear in the Yellow version do come with both the Blue and the Red versions. This is true for 109 Koffing and its evolved form, #110 Weezing (boy, sounds like a head cold). It is also true for #124 Jynx, an Ice/Psychic Pokémon.

"I have caught Mew, the rarest Pokémon in the world. In March there was an offer from Nintendo to get Mew. One kid got it and it was traded to my friend and he traded it to me for Golduck. Trading for Mew works for the Yellow version as well as the other versions."

—Tim

Looking For Jesse and James?

JUST SO THEY DON'T SURPRISE YOU TOO much, here's where you'll find Team Rocket.

- Mt. Moon just when you are on your way out.
- Celadon City Game Corner Dungeon
- Lavender Town (Pokémon Tower/Silph Co.)

Gym Leaders

ALTHOUGH THE GYM LEADERS AREN'T IN the same places in Yellow as they are in Red and Blue, they still have the same badges and fight with the same types of Pokémon.

Pewter City

Brock

He trains Rock type Pokémon. So Grass, Fighting, and Water Types are your best against him.

Defeat him for the Boulder Badge

Cerulean City

Misty

She trains Water Types, so this is where your electric Pika can go to work. If he isn't up to it, then try taking her team on with a Grass Type.

Defeat her for the Cascade Badge

Vermillion City

Lt. Surge

Defeat him for the Thunder Badge by beating his Electric Types with your Ground Types, like Dugtrio.

Celadon City

Erika

Defeat her for the Rainbow Badge when you battle her Grass Types with a Fire Type or another kind of Pokémon who has the ability to Cut.

Saffron City

Sabrina

Defeat her for the Marsh Badge with Bug Types to counter her Psychic Types. If you don't have any Bug Types, then come back later.

Fuchsia City

Koga

Defeat him for the Soul Badge by battling his Psychic or Poison Types. Fight Poison with Poison Types here. If you run into trouble, use Fire Types against Bug Types used by his Junior Trainers.

Cinnabar Island

Blaine

Defeat him for the Volcano Badge by beating his Fire Types.

Viridian City (on your way to Victory Road near the end of the game)

Giovanni

Defeat him for the powerful Earth Badge by taking on his Ground Types

Hard-to-Find Pokémon

THE MOST RARE POKÉMON IN YELLOW (in my experience) are Chansey #113, Tangela #114, and Lickitung #108. These are the Pokémon you should never pass up a chance to capture. However, since they are so rare, you should be prepared when you do come across them. So keeping that in mind, let me say that you will find Chansey and Tangela in the Safari Zone and you will find Lickitung in the Unknown Dungeon (also home to Mewtwo!).

"This is really weird, but it is pretty much easy to get Bulba-

saur, Charmander, and Squirtle. You can get Bulbasaur in Cerulean City by a girl standing outside. My friend said that she wouldn't give him the Bulbasaur because his Pika wasn't happy, but I don't know if that's true. My Pikachu was happy when I opened the window. You can get Charmander at the end of Route 24 when a trainer in a box gives it to you. And I got Squirtle in Vermillion City from Officer Jenny after I won a Thunder Badge. You need three badges to get him."

—Willy

This Ain't No Walk-Through

I'VE SAID IT ONCE (OKAY, MAYBE TWICE) and I'll say it again: I hate walk-throughs. If you want a walk-through maybe you should just go out and get one of those fancy-pants books with all their fancy-

pants color pictures. Oh yeah, those fancy books think they're so smart with their color pictures and drawings. They sit on the shelf saying, "Oooh, look at us, we're soooo cool. We have pictures. Aren't we cool?" All I have to say is, if you want pictures, then go to a museum. 'Cause words are cooler than pictures any day.

Anyway, now that I got that out of the way—let's face it, Yellow is a tough game to play. Even if you have a lot of experience playing the Red or Blue versions, it can still be difficult. Hey, I should know!

So I wanted to give some idea of the game without leading you by the hand through it; I'd like to offer these tips for each section.

"Pikachu wasn't that much good later in the game. But he was really great when I was just starting out. That's because he can't evolve. So I used him most when I was at the beginning of the game."

—Maxwell

Pallet Town Tip: Get the Potion from your home computer.

Viridian City Tip: Check out the Poké Center and Poké Mart. Everything is pretty much the same as in Blue and Red versions. That means you should do a good deed for the good Professor Oak.

Viridian Forest Tip: A lot of battle action in this section. Try to raise the level of your Pika and earn some cash. You'll need it in Pewter City. And definitely try to capture a Caterpie (#10).

Pewter City Tip: Beat Brock. Piece of cake, right? You did remember that Caterpie? At Level 10 or above it's the perfect Pokémon against Brock. Also, visit the Poké Mart and load up.

Mt. Moon Tip: Pikachu will earn his keep battling Zubats here. And watch out for Team Rocket.

Cerulean City Tip: Here's your chance to snag a Bulbasaur. Be sure to get one before taking on Misty the Gym Leader!

Vermillion City Tip: You will find a Squirtle here, but be sure to get the right Badge to control it first. And be sure to say hello to Officer Jenny!

Diglett's Cave Tip: Before going inside, get the Itemfinder. Once you're on your way again, keep an eye out for a Dugtrio. Also, for all those Mr. Mime fans out there—this is your chance.

Lavender Town Tip: Here you will see your old friends Team Rocket again. Get the Poké Flute from Mr. Fuji after beating them, but you will need a Silph Scope to really be good. If you don't have a Scope, don't take on the ghosts.

Celadon City Tip: Battle Erika for the Rainbow Badge and look for an Eevee! This city is the big-time, so take your time exploring every inch of it. Who knows what bad guys you'll run into? Also, be sure to play the slot machines!

Saffron City Tip: You will have to battle two—count 'em, two!—trainers in this

town. It's well worth the effort. After beating Sabrina for a Badge, go battle in the second gym. If you win the second contest you get either a Hitmonchan or Hitmonlee. This is also your only chance to get a Master Ball. Hint, Hint, it's at Silph Company.

Fuchsia City Tip: Don't let the Gym Leader Koga scare you. It's tougher getting through his Junior Trainers and invisible walls than it is defeating him and his Psychic Pokémon. Also, spend A LOT of time exploring Safari Zone. It's a great place to collect Pokémon.

Cinnabar Island Tip: Come here before going to Seafoam Island. Why? Because the Lab will provide you with some great Pokémon you'll need. Also, the Badge you get will come in handy!

Viridian City Tip: This is it, you have to take on Giovanni! Check out the levels on his Pokémon. They are higher in the Yellow version! So be prepared for a tough battle.

Victory Road Tip: This is your chance to get a Moltres (#146). Be prepared to face a lot of trainers here and to solve a bunch of puzzles.

Indigo Plateau Tip: Get to the Poké Mart, fast! Buy all the potions and other junk you can before taking on the Elite Four. Now you are ready to take on Lorelei (Water Type Pokémon); Bruno (Fighting Type Pokémon); Agatha (Poison and Ghost Type Pokémon) and Lance (Dragon Type Pokémon) and, of course, Gary your rival. His lineup will depend on how he did in the past battle with your Pokémon at the start of the game.

A Bonus Tips Review

Here's a bunch—yes, a whole bunch—of Bonus Tips that appeared in the last Pokémon book. I'm including them here, because even expert players should review the basics every once in a while.

- 1) Don't use the Poké Balls too early on in a battle. Wait until your opponent's power level is low.
- 2) A Pokémon you capture when he is younger is better to train.
- 3) Beware of items sold outside of Poké Marts! Often they are too expensive!
- 4) You cannot capture Gym Leaders' Pokémon, so stop trying.
- 5) Soda is better for Pokémon than water. Not like real life, but that's the way it is.
- 6) Remember when a Pokémon learns a move on its own, it is more powerful than learning it with a TM. TMs are best used to teach moves that a Pokémon can't learn on its own.
- 7) Wild Pokémon can usually be found in the long, tall grass. Two other spots

for hunting wild Pokémon are the dungeons and water.

- 8) Match Poké Balls to an opponent's strength. Don't use a Ball that is not strong enough or too strong.
- 9) Even after you trade a Pokémon you still have the credit for capturing it stored in your Pokédex.
- 10) Always catch a few Common Pokémon and raise them up to a good level. That way you will always have something to trade with friends.
- 11) To stop the evolving process push the B button.
- 12) If your Pokémon is zapped by poison or a paralyzer in battle, don't restore him while the battle is still going on. It will only make him an easy target for opponents. Opponents won't go after a Pokémon who is down from poison or paralyzed.

- 13) Remember, in Pokémon it's always important to talk to everyone—even the people you just defeated in battle. You may already know that Gym Leaders will give you Badges for winning, but they will also give you money and Technical Machines, too.
- 14) Don't be afraid to go backward in the game to get something or do something. The game was designed so that you have to go back to previous places at some point.

No More Glitches

THERE WAS SOME WEIRD STUFF IN THE BLUE and Red versions. I always thought they were put there on purpose—the way console game designers put in tricks and codes to make the game more fun. I thought that until I tried to save Missingno and it erased my game. Hey, what fun is that?

Anyway, if you start looking for those weird tricks and glitches in Yellow you

won't find them. And you especially won't find the evil Missingno!

"I used to be able to get as many items as I needed by going to Viridian City. Talking to the man north of town and watching him catch a Pokémon and then flying to Fuchsia. Then going to the water and surfing to Seafoam and going up and down the beach in the water until I found 'M' or Missingno. I didn't catch or battle them, but I left and checked my box to find a lot of whatever was in the sixth spot. This doesn't work in Yellow. Too bad, 'cause I got a bunch of good stuff that way."

—Maxwell

"There used to be a guy standing on the roof of the Gym if you swam in front of it by Cinnabar Island."

—Willy

Hey, I Won! What's Next?

OKAY, SO YOU BEAT GARY AND GOT TO the end of the game. Relax, you've earned it. But don't relax for too long because there's still plenty to do. The game will save and throw you back to the beginning—Pallet Town.

You're not really starting all over again. Now you have the chance to fill up your Pokédex and roam around the place as much as you want. Most people like to head over to a little place called the Unknown Dungeon and try for a Mewtwo. Go back to that blocked cave around Cerulean City. The guy blocking the cave is no longer there, but be warned, you need a Master Ball to take on Mewtwo inside!

I know what you are thinking. You're thinking, "What great writing! What informative writing! What brilliant writing! What a work of art!" Or are you thinking, "Hey where are all the Routes? What a rip-off! Is this guy nuts? He left out all the stuff about Routes! I could get my Poké butt kicked on the Routes and he wouldn't care!"

Well, like I said, I wasn't going to give you a walk-through. I know there are Routes in the game. As a matter of fact, the Routes are very much like the Routes and stuff in the Blue and Red versions.

Also, as in any role-playing game (RPG), you should not be afraid to go back over territory that you already covered. For instance, you have to return to Pokémon Tower after you have the Silph Scope. Going back doesn't mean you are not winning, it just means you're exploring.

"When I first played I didn't know that I had to take both roads out of Saffron City. The first went to Celadon and the other one went to Lavender Town. Both go to Fuchsia, but you have to explore both of them."

—Willy

I Finished the Yellow . . . Now What?

BY NOW THE GOLD AND SILVER VERSIONS of Pokémon have already been released in Japan. They are not scheduled to be released in the U.S. until the fall of 2000. Since I'm writing this before the release date in Japan, I have to be careful about the information I tell you. There are a lot of crazy rumors flying around out there. Plus, the games could change—A LOT—from Japanese versions to American versions.

So this is what is known for sure. First off, there are a lot more characters in the Gold and Silver versions. Some say there are over 200 Pokémon in these games, plus a lot of the favorites from the Red and Blue versions.

Also, it's been very reliably reported that the new games have a clock in them. So, when you first get the game you set the clock and the day passes from morning to afternoon to night. What good is this?

Well, some Pokémon only come out at night and some only come out during the day. I think that's pretty clever!

They also say that there's a new type Pokédex in the game that does a lot more stuff. There are also new Gym Leaders, and, of course, new places to explore.

There will also be both girl and boy Pokémon. And, you can—some people say—choose whether the lead character will be a boy or a girl.

Lastly, the Gold and Silver versions will have full-color graphics. That means the pictures of the Pokémon, the places you go, and everything else will look a lot better!

Colosseum 1 and 2

COLOSSEUM IS PROBABLY ONE OF THE MOST popular features in the Blue and Red versions. After all, who doesn't like going into battle against friends and really testing their skill? Maybe that's why Nintendo expanded the feature for the Yellow version. Sure, there's a Colosseum feature, just like in the Red and Blue, but there's also a Colosseum 2 feature.

Colosseum 2 really tests your Poké skill. And it works like this: it lets you fight different categories of Pokémon. In the Poké Cup you get to choose three different kinds of Pokémon with levels no higher than 155. That's 155 when all their levels are added together.

Then there's the Pika Cup that lets you battle three different teams where the combined level is no more than 50. That means each Pokémon has to have a level of between 15 and 20.

Finally there's the Petit Cup where you have three different kinds of Pokémon where the level is no more than 80 when all their levels are added together. Plus, you can't have big giant Pokémon in there, either. Pokémon must be under 6' 8" and not more than 44 pounds.

First off, you can only go into Colosseum 2 when both players have the Yellow version. That's real important to remember. Secondly, this is a really great idea. Why? Because it forces opponents to evenly match their Pokémon. It's a fair fight. It also gives some of the less evolved

Pokémon a chance to shine in the lime-light.

In my opinion, battles fought in Colosseum 2 will really show who has the best strategies in assembling their teams. Who uses their Pokémon powers best and to their best advantage. And who really has what it takes to think in battle.

Poké TV Stars

"Ash and Brock are mostly the main characters in the TV show, but I like Misty and Joy more. Joy and Misty are fun to listen to and they really fit into the story."

—Zaro

"My favorite character in the TV show is Pikachu and Togepi. I like Pikachu because he's fun to watch and it's fun to see him dancing around. And I like it when Pokémon communicate with each other and talk in languages and they can understand."

—Allie

"The TV show is fun to watch because it is funny and has thoughtful ideas. My favorite episode is 'Island of the Giant Pokémon' because you can understand what the Pokémon are saying."

—Tim

Did you know that there is actually a Pokémon TV show? Oh, you knew that already? Oh darn, I thought I'd be the first to tell you. But did you know it's a cartoon?

Okay, down to business—no more fooling around. This is serious! Well, not too serious. Yes, of course there is a Pokémon cartoon on TV, and millions and millions of kids watch it every day all over the country. As a matter of fact, in many places it's the show that the most kids in the area like to watch.

This isn't surprising. For one thing, it's a cartoon. For another thing, it's about their favorite video game. So kids will naturally want to watch it. But there's another

thing about the show. The guys who made the Pokémon cartoon series wrote the episodes so that they follow the game. Well, a lot of them follow the game—some of them don't follow the game. However, if you watch the show carefully you can learn all kinds of tricks and tactics for the game. And all of the Pokémon in the show have the same powers and evolve the same ways as in the video game. A lot of you knew that, but some kids I've talked to didn't know it. So I thought I'd mention it again.

The first time I heard about the show was before it was even on American television. It was reported that one of the episodes—one that isn't shown in the U.S.—made some kids in Japan sick because of the flashing lights that were included in it. They removed the flashing lights in Japan, but it was a big deal in the newspapers and on television all over the world. You don't have to worry about that from watching the show in the U.S.

So here are the shows and a little something about them. I know I don't have to say it, but I will—REMEMBER, IT'S ONLY A TV SHOW! IT IS NOT MORE

IMPORTANT THAN HOMEWORK OR CHORES.

"My favorite characters on the TV show are Misty, Ponyta, Sandshrew, Charmander, Starmie, and Goldeen. Goldeen has a little horn on her head, but isn't she graceful and pretty? I also like the TV show because it's really funny. Once in a show I saw Ash and saw an invisible wall and it kept banging him down and that was funny. Also, Brock has his hair sticking up and his father does too!"

—Emma

"Squirtle is my favorite character from the TV show because he is a Water Pokémon and he's powerful. Mew is my favorite in the game because he is the most powerful and he can learn every type of attack."

—Raymond

"My favorites are Togepi, Charmander, and Raichu. I like the TV show because it is really interactive, you really understand what they are, even if it's the last show and this is the first time you've watched. You understand what Pokémon are when you watch it, that's why people mostly like it, and because it's an adventure. Adventure for all the kids, it's just really good. And it's funny, because Pikachu shocks Ash all the time."

—Michael

The Shows

"I've gotten a lot of help from the TV show. In the show it tells where there's Pokémon in different places in the show, so in like the Game Boy you could go to different places and know which

Pokémon are there. Though I probably get more help from the TV show because in the Game Boy I was ahead of all my friends."

—Max

I've listed all episodes that are out now. As you'll notice, I've also included where the story took place and the starring—or should I say costarring—Pokémon. Naturally Ash is in all the shows and so are Pikachu, Brock, James, and the rest of the gang. But as you know, along the way there are a lot of "guest star" Pokémon. So I've listed those I think are the most important guest stars. Sometimes the names of the guest-starring Pokémon appear in the title, other times they make a surprise appearance.

Episode 1: Pokémon, I Choose You

Where: Pallet Town

Starring Pokémon: Pikachu

Episode 2: Pokémon Emergency

Where: Viridian City Pokémon Center

Starring Pokémon: Pikachu, Koffing, and Ekans

Episode 3: Ash Catches a Pokémon

Where: Viridian Forest

Starring Pokémon: Caterpie

Episode 4: Challenge of the Samurai

Where: Viridian Forest

Starring Pokémon: Metapod, Beedrill

Episode 5: Showdown In Pewter City

Where: Pewter City

Starring Pokémon: Pikachu and Onix

Episode 6: Clefairy and the Moon Stone

Where: Mt. Moon

Starring Pokémon: Clefairy

Episode 7: The Water Flowers of

Cerulean City

Where: Cerulean City

Starring Pokémon: Starmie

Episode 8: The Path to the Pokémon

League

Where: A. J.'s Gym

Starring Pokémon: Sandshrew

Episode 9: The School of Hard Knocks

Where: On the way to Vermillion City

Starring Pokémon: Cubone

Episode 10: Bulbasaur and the Hidden Village

Where: On the way to Vermillion City

Starring Pokémon: Bulbasaur and Oddish

Episode 11: Charmander—The Stray Pokémon

Where: Still on the way to Vermillion City

Starring Pokémon: Charmander

Episode 12: Here Comes the Squirtle Squad

Where: Local Town

Starring Pokémon: Squirtle

Episode 13: Mystery at the Lighthouse

Where: Yes, still trying to get to Vermillion City

Starring Pokémon: Mysterious giant Pokémon!

Episode 14: Electric Shock Showdown

Where: Vermillion City . . . finally!

Starring Pokémon: Raichu

Episode 15: Battle Aboard The *SS Anne*

Where: The *SS Anne*

Starring Pokémon: Butterfree

Episode 16: Pokémon Shipwreck

Where: Glug, glug! Splash, splash!

Episode 17: Island of the Giant Pokémon

Where: A mysterious island

Starring Pokémon: Weird giant Pokémon!

Episode 18: Tentacool and Tentacruel

Where: Porta Vista

Starring Pokémon: Tentacool and Tentacruel

Episode 19: The Ghost of Maiden's Peak

Where: A seaside town

Starring Pokémon: Gastly

Episode 20: Bye Bye Butterfree

Where: The place where Butterfree find romance

Starring Pokémon: Butterfree

Episode 21: Abra and the Psychic Showdown

Where: Saffron City

Starring Pokémon: Abra

Episode 22: The Tower of Terror

Where: Pokémon Tower in Lavender Town

Starring Pokémon: Gengar

Episode 23: Haunter Versus Kadabra

Where: Saffron City

Starring Pokémon: Haunter

Episode 24: Primeape Goes Bananas

Where: On the way to Celadon City

Starring Pokémon: Mankey/Primeape

Episode 25: Pokémon Scent-Sation

Where: Celadon City

Starring Pokémon: Gloom

Episode 26: Hypno's Naptime

Where: Celadon City

Starring Pokémon: Psyduck, Drowzee

Episode 27: Pokémon Fashion Flash

Where: Celadon City

Starring Pokémon: Vulpix, Psyduck,
Geodude

Episode 28: The Punchy Pokémon

Where: Unknown Town

Starring Pokémon: Hitmonchan,
Primeape

Episode 29: Sparks Fly for Magnemite

Where: Gringey City

Starring Pokémon: Magnemite

Episode 30: Dig Those Digletts

Where: On the way to Fuchsia City

Starring Pokémon: Digletts

Episode 31: The Ninja Poké-Showdown

Where: Still going to Fuchsia City

Starring Pokémon: Psyduck

Episode 32: The Flame Pokémon-Athon

Where: On a Poké ranch called the Big P
(no jokes, please)

Starring Pokémon: Ponyta

Episode 33: The Kangaskhan Kid

Where: Safari Zone

Starring Pokémon: Kangaskhans

Episode 34: The Bridge Bike Gang

Where: Sunny Town

Starring Pokémon: Cloyster, Psyduck

Episode 35: Ditto's Secret House

Where: A mysterious house

Starring Pokémon: Ditto

Episode #36: Pikachu's Goodbye

Where: A forest

Starring Pokémon: Lots and lots of
Pikachus . . . even little baby ones.

Episode 37: The Four Eevee Brothers

Where: Stone Town

Starring Pokémon: Eevees and Poliwhirl

Episode 38: Wake Up, Snorlax

Where: On the road to Dark City

Starring Pokémon: Snorlax

Episode 39: Showdown at Dark City

Where: Dark City

Starring Pokémon: Scyther, Electabuzz

Episode 40: The March of the Exeggutor Squad

Where: A circus carnival

Starring Pokémon: Exeggcute

Episode 41: The Problem with Paras

Where: Small town

Starring Pokémon: Meowth, Paras

Episode 42: The Song of Jigglypuff

Where: Fancy, neon-lit town

Starring Pokémon: Jigglypuff

Episode 43: Attack of the Prehistoric Pokémon

Where: Hunting for ancient Pokémon

Starring: Kabutos, Kabutopses,

Omanytes, Omastars, and a mysterious egg!

Episode 44: A Chansey Operation

Where: A Pokémon Center

Starring: Pikachu

Episode 45: Holy Matrimony

Where: James' home—a mansion!

Starring Pokémon: Growlithe

Episode 46: So Near, Yet So Farfetch'd

Where: In a forest

Starring Pokémon: Farfetch'd

Episode 47: Who Gets to Keep Togepi?

Where: Pokémon Center

Starring Pokémon: A Togepi that hatches from the mysterious egg!

Episode 48: Bulbasaur's Mysterious Garden

Where: Bulbasaur's Mysterious Garden on the way to Cinnabar Gym

Starring Pokémon: Bulbasaur, of course.

Episode 49: The Case of the K-9 Caper

Where: On the way to Cinnabar Gym

Starring Pokémon: Growlithe, Vileplume, and Pikachu

Episode 50: Pokémon Paparazzi
Where: Still heading for Cinnabar
Starring Pokémon: Pikachu (and starring Todd, the hero of Pokémon Snap!)

Episode 51: The Ultimate Test
Where: A gym to test for the Pokémon League
Starring Pokémon: Pokémon, Charizard, Ivysaur, Pikachu, Meowth, and others!

Episode 52: The Breeding Center Secret
Where: A weird breeding center in a strange city
Starring Pokémon: Psyduck

My, My, What Big Eyes!

YOU MIGHT HAVE NOTICED THAT THE POKÉMON show looks different from a lot of other cartoons on television. That's because it was drawn in Japan in the Japanese style of cartoons. This style is called *anime* (pronounced A-ne-may or annie may) and usually (but not always) has characters with big eyes and longish hair. The same style is used in a lot of Japanese

comic books, too. These comics are called *manga*.

It's interesting to know that in Japan cartoons and comic books are not just for kids. A lot of adults read and watch cartoons and comics, but those types are often made just for adults and have stuff like romance, martial arts fighting, and other stuff in them.

So if you find yourself becoming interested in this style of cartoons and want to see more, be sure your parents help you pick them out. There's a lot of good *anime* that is made just for kids, but you have to be careful.

The Many Voices of Pokémon!

WHAT DO BROCK, JAMES, SQUIRTLE, WARTORTLE, Aerodactyl, Hypno, and about ten other Pokémon characters have in common?

Well, if you said they're all Pokémon characters, you'd be right. If you said that they all like to eat pickle, cream cheese, and sauerkraut sandwiches for breakfast, then you're kind of weird. But if you said they are all stars of the Pokémon television show, you'd be sorta even more right.

Their voices—and a bunch of other voices in the show—are all done by the same actor! His name is Eric Stuart, and he's a musician who lives in New York City.

I know what you're going to ask: If the show is from Japan, why is the actor who

does the voices living in New York City? And just how early does he have to get up to go to work?

In truth, the voices for the show that American kids see are all done in New York City. So although the picture part of Pokémon cartoons is the same in America as it is in Japan, the voices belong to different actors. The reason for that, of course, is that in the Japanese versions, the actors are speaking Japanese. So the people that make the cartoons hire English-speaking actors to play the parts for American kids.

Don't worry, though, all the characters are pretty much the same in both the Japanese and American versions. The stories are also the same. However, the actors who speak the parts are different. That is, except for one character—Pikachu! The Pikachu voice is the same in both Japan and America!

Eric started in the series doing just Brock. Then, after the first four episodes he began doing James, too. Did you notice that the voices sounded a little different in some of the first episodes? Listen closely

next time you watch those beginning episodes.

Anyway, everyone liked Eric's voices so much that they wanted him to play the roles of some of the other characters, and soon he was doing a lot of different human and Pokémon characters. He also does the voices for another cartoon, not on television, called *Slayers*, where he plays the part of Gourry. And he's done voices for commercials, too. In one commercial he played a giant cat for a convenience store!

In Japan, the people who do the voices for *anime* (cartoons) are called *seiyuu*, which means *voice actors*. Eric Stuart has probably one of the best-known voices—actually a lot of different voices—in our country today.

Now, if you're thinking that's weird, well, it isn't. A lot of cartoons have characters that play different parts using the same person. Do you know what Bugs Bunny, Yosemite Sam, Taz, Porky Pig, Foghorn Leghorn, Sylvester, Tweety, and Barney Rubble all have in common? The same person—a man named Mel Blanc—did the voices for all of them, as well as a

lot of other cartoon characters! So what Eric is doing is not that unusual. Though it must be pretty weird to talk to yourself in a cartoon!

However, as I said, Eric Stuart is also a musician. He has three CDs out and they are called *Curiosity*, *Picture Perfect*, and *Eric Stuart*! The music he writes and performs has nothing to do with Pokémon. It's rock-and-roll.

In 1997 Eric toured in concert with Ringo Starr, who was one of the Beatles! Eric's also played concerts with Lynyrd Skynrd, Jethro Tull, Hall and Oates, and Chicago. I realize you may not know who some of these bands are or what they do—but they are all really famous bands that have been around a long time.

Eric writes all of his own songs and plays the guitar in the band, which is pretty cool. He also has a web site that is called (what else?) ericstuart.com. You can get to his web page by typing in: www.ericstuart.com. The site has already had over 100,000 visitors and there's a great guestbook where you can write your comments about his music and Pokémon!

Poké Movie Stars!

Clark Gable, Brad Pitt . . . Pikachu!

PASS THE POPCORN AND THE GIANT-SIZED soda! It was going to happen sooner or later. Pokémon has gone Hollywood! Over the years, a couple of other video game superstars have tried to make it on the big screen, but nothing like this. After the best-selling video game, the hit TV show and the mania over the collector cards, there was no place left to go except Super Stardom!

So when the *Pokémon, The First Movie* came to America, it was a pretty sure thing that kids would like it. After all, not only did it have Ash, Brock, Misty and, of course, Pikachu, it also had several *new*

Pokémon, never before seen on these shores (their names: Donphan, Snubbull, and Marill). And the film was already a huge—HUGE, GIGANTIC!—hit in Japan where kids like Pokémon just as much, if not more, than in the U.S. The film was one of the biggest hits in Japan, ever.

But was the film the same in Japan as it is in the U.S.? The answer is “well, almost.”

So, what’s different about the Japanese version of the film compared to the American version? For one thing, the title in Japan was different: *Mewtwo Strikes Back*. Also, the first movie in Japan, *Pikachu’s Vacation*, is now in the U.S. as an “Opening Act” for *Pokémon: The First Movie*, rather than on its own.

Also, in the U.S. version there is different music. When the film was brought to the U.S., they gave it a whole new soundtrack so that American kids would like it more.

And a lot of the backgrounds in the film were changed, too. Backgrounds are the places where the characters in the film “act.” The backgrounds were changed

with computers. Some of the things that they changed were very simple, like making a sign that originally appeared in Japanese now appear in English. And according to what I've heard, they also made some of the backgrounds look better. Japanese *anime* have a very different style of drawing than what American kids are used to watching. You probably notice this style on the TV show. It includes, like I said earlier in the book, big huge eyes, but it also includes backgrounds and characters that can seem almost "flat."

If you compare *anime* cartoons to some other movie cartoons, you'll see what I mean. This isn't because *anime* is "cheap" or anything. That's the way it is supposed to look. If you go to a museum or look in an art book, you might see two pictures of the same kind of flower done by two different artists. The flower in one picture will probably look completely different than the flower in the other picture, right? That's because the two artists have different styles of painting the flower. The same is true for cartoons. The *anime* style is very different from the American style.

For example, art in one country is often very different from art in another country. It's just like food from different countries; it's, well, different, but still very good. Pizza, anyone? How about some nachos?

Another thing that was different in the American version from the Japanese version is that the story was changed so that American kids would like it better. I don't know how different it was than the Japanese version. I'm told that they used the "original" movie and just changed the plot a little, so that American kids would appreciate it more.

I liked it, but then I'm a sucker for powerful super Pokémon and huge battles!

Pokémon Snap

ESRB Rating: E For Everyone
System: Nintendo 64

YOU KNOW, I REALLY LOVE THE FOLKS AT Nintendo. Can you guess why? Well, I'll tell you. It's because they haven't made an arcade game for the U.S. in years and years. And then they come up with Pokémon Snap. Okay, Pokémon Snap—or as some kids I know call it, just Snap—isn't really an arcade game, but it is coin-operated, so it's close.

The other reason I love Nintendo is because they made Pokémon Snap non-violent. In a world where every game company wants to make shooting, fighting, and skull-juggling games, in Pokémon

Snap kids take pictures. I think that's pretty cool.

Okay, well, you really couldn't make it a shooting game. I mean you would have little kids crying and stuff about shooting Jigglypuff. I mean, that would be kind of weird.

Anyway, here's the deal on Pokémon Snap. You go to Pokémon Island and take pictures of wild Pokémon. Professor Oak judges the pictures and then you can take the Nintendo 64 cart (cartridge) to a Blockbuster Video store and get them "developed" as stickers that you can either save or trade or use to decorate your notebooks and stuff.

Do you need to get the stickers to enjoy the game? Suppose you don't live near a Blockbuster Video store or perhaps you're reading this after the machines were taken out of your local store.

You can absolutely enjoy the game without getting the stickers. Pokémon Snap is a great game all by itself.

Okay, so the basic idea of the game is to take pictures and then take them back to Professor Oak for his opinion. I know

it all sounds very easy, but if you've ever played the game, then you know it's quite difficult. For one thing, the Pokémon just don't come to you and get their pictures taken. You have to search for them all over the island! So, in a lot of ways, Pokémon Snap is a little like regular Pokémon, where you have to search for the little critters. It can be hard work, but fun, too.

Another thing is that since the game is an N64 game, there is great color. As a matter of fact, the stickers are kind of 3D-looking. So this game is a great chance to see all your favorite Pokémon in full color.

The Island

THERE ARE SEVEN—COUNT'EM SEVEN!—major areas on the island. They are:

1) The Beach: Like most beaches, this is a wide open space and perfect for learning how to take pictures.

2) The Tunnel: This really is an old abandoned power plant. Guess what kind of Pokémon you're likely to see here!

3) The Volcano: Hot! Hot! Hot! But not too hot for Fire Types!

4) The River: Yes, Water Types, but don't forget to search the high grass along the riverbanks.

5) The Cave: Hey, who turned out the lights?

6) The Valley: More Grass and Water Types!

7) Rainbow Cloud: Some really cool and mythical-type Pokémon here, if you manage to make it.

The best way to think of the game is having to explore areas of Pokémon Island. That makes it a lot of fun. But there's another way to think of those places on Pokémon Island and that is as levels on a video game. Of course, they really are levels on a video game, so some basic rules apply.

A) You should finish one level before go-

ing on to the next level. Not everything on every level is out in the open. There might be some hidden objects that come in handy!

B) Explore as much as you can. The more you find out about the level you are on, the better off you will be to meet the challenges of the next level. So don't be too anxious to move on to the next level. Take your time and see everything!

C) Don't be afraid to go back to previous levels. You might be better equipped the second time you visit a place. This is really important to remember if you revisit the Beach with Pester Balls.

D) If at first you don't get the high scores, then try, try again. That's the great thing about video games, you can go at your own pace. And sometimes it takes a while to figure stuff out.

"A trick I found was when you go to the Beach and look out into the ocean in a certain place you will find Lapras."

—Tim

Do Not Leave The Vehicle!

AS YOU PROBABLY ALREADY KNOW, YOU'LL be riding in Professor Oak's Zero-One vehicle. Half-car, half-boat and half-hovercraft—*uh, wait, that's too many halves*—but you get the idea. This neat little cruiser will get you wherever you need to go on the island.

Smile!

THE GAME IS REALLY ABOUT TAKING PICTURES and exploring. The exploring part should be pretty easy—okay, well, not easy, but at least fun—for anyone who has played Pokémon on the Game Boy or video games like Mario 64.

The really cool part is taking the pictures. If the game was just point the camera and click away for points, that would be one thing. But in Pokémon Snap, the pictures have to be good! You get points for good pictures.

Now, I've talked to a lot of kids and one thing they've told me—no fooling!—is

that playing Pokémon Snap helped them take better real pictures with their real cameras. It taught them how to catch the action better and to think longer about what they were photographing. I think that's darned cool. I also think tuna casserole is pretty darned cool, but this may even be better than tuna casserole.

What Makes a Good Picture?

IN POKÉMON SNAP A GOOD PICTURE IS THE same as a good photograph in real life. It comes down to what photographers call *composition*. That's not the kind of composition you write for school, but rather, what is included in the photo.

A composition is made up of a lot of things, but the most basic are:

Action (Pose): What is the person—or Pokémon—in the photo doing? If they are doing something interesting then it's a better photograph than if they are doing something boring. That makes sense, right? If a Pokémon is using one of its

powers, then it is a better picture than if it is doing nothing.

Size: You have to get as close as you can to the subject and still get the entire Pokémon in the picture.

Technique (Placement): The Pokémon should be in the center of the picture. Having your subject in the corner or up on top is kind of boring. Also, the picture has to be straight. No crooked or slanty photos.

More than One: If you can grab a picture of more than one Pokémon of the same type together, that's great—good for lots of bonus points. But there should be one main Pokémon in the picture.

Here's an interesting experiment to do: Check out some pictures in a magazine or newspaper—almost any news magazine or newspaper will do—and you'll be able to see how the photographer thought about Size, Pose, and Technique when he or she shot the picture. Check it out and you'll see!

Now, you have 60 pictures on your roll of film. And you get a new roll of film for each section of the island. After you snap the photos you can take them back to Professor Oak to judge them. The better the photo—based on Technique, Size, and all the rest—the more points you get. If you score enough points, then you get more equipment.

Pokémon Food: 24,000 points—This will lure out Pokémon and you'll get some great shots while they eat it!

Pester Ball: 72,500 points—Throw it too close to a Pokémon and it'll knock them out for a little while, but throw it the right distance and you can scare them out into the open for a good shot.

Poké Flute: 130,000—Dance, dance, dance! Yes, dancing Pokémon are cool!

As you can see, the more equipment you get, the better your chances of snagging some great pictures! What does this really mean, in terms of the game? It means that

once you have gotten equipment, then you should head back to take pictures in places you have maybe already visited!

Tips and Hints

"In Snap when you go to a cave that has Geodude you can see Geodude's eyes and you can see his hands and he punches and that's cool."

—Matthew

"Sandslash is really tough to get, because he runs underground. I discovered that if I hit Geodude with Pester Balls off his spot, it upsets Graveler, then Sandslash will pop back up."

—Willy

A) Snap, Snap, Snap and Snap Again! Take more than one picture! Don't assume you got the shot you thought you got when you clicked only once. Shoot a bunch of pictures.

B) Choose Wisely: As you know, you can only choose one picture of each kind of Pokémon to show to Professor Oak. So choose your pictures wisely. Your score depends on it. However, if you have a weird or funny picture that you want to keep in the album or print out, you can still do that, too. Just remember, Professor Oak is looking for very specific things in the pictures you show him.

C) Strike a Pose: Really high points are given to photos in which the Pokémon strike a pose. Fewer points for those who are running away, even though it's an action shot.

D) Come Out, Come Out: If you want to get a Pokémon out of hiding, then use food first and then the Pester Balls. Sometimes the food works and sometimes the Pester Balls work. If one doesn't work, then try the other.

E) Best Snorlax: Okay, Snorlax is a lazy guy, there's no getting around that fact. In order to get the best picture of him, you have to bring the big guy to life. The best

way is to play a song on the flute so that he'll dance. He has three different dances, one for each song. Pictures of a Snorlax just lying around on the ground don't count for much with the Professor.

F) Huh? What? When you get a question mark—?—in your view finder, it means that the camera doesn't recognize what you are photographing. The one exception to this is Haunter! The creature kinda looks like Pokémon—Koffing?—but the camera isn't certain. After the picture is developed it turns out to be Haunter! Cool, huh? Also, PKMN signs will come out as question marks early in the game.

"The best way to get a good picture of Mew in Rainbow Cloud is when Mew chases the yellow shell, hit him with a Pester Ball."

—Kenneth

"In the Tunnel level there is a big egg. If you get Pika to get close to it by putting food in a line up

*to it, then play the flute—Zapdos
will hatch out of it!”*

—Willy

Snap Catch Log

The Beach

Pidgey	Score	_____
Pikachu	Score	_____
Doduo	Score	_____
Butterfree	Score	_____
Meowth	Score	_____
Lapras	Score	_____
Snorlax	Score	_____
Magikarp	Score	_____
Eevee	Score	_____
Chansey	Score	_____
Kangaskhan	Score	_____
Scyther	Score	_____

The Tunnel

Zapdos	Score	_____
Electrode	Score	_____
Electabuzz	Score	_____
Pikachu	Score	_____

Kakuna Score _____
Zubat Score _____
Magikarp Score _____
Haunter Score _____
Diglett Score _____
Dugtrio Score _____
Magnemite Score _____
Magneton Score _____

The Volcano

Vulpix Score _____
Magmar Score _____
Charmander Score _____
Charmeleon Score _____
Rapidash Score _____
Growlithe Score _____
Charizard Score _____
Arcanine Score _____
Magikarp Score _____
Moltres Score _____

The River

Magikarp Score _____
Slowbro Score _____
Poliwag Score _____

Bulbasaur	Score	_____
Shellder	Score	_____
Psyduck	Score	_____
Porygon	Score	_____
Pikachu	Score	_____
Metapod	Score	_____
Cloyster	Score	_____
Slowpoke	Score	_____
Vileplume	Score	_____

The Cave

Grimer	Score	_____
Muk	Score	_____
Zubat	Score	_____
Bulbasaur	Score	_____
Jynx	Score	_____
Jigglypuff	Score	_____
Magikarp	Score	_____
Ditto	Score	_____
Victreebel	Score	_____
Weepinbell	Score	_____
Pikachu	Score	_____
Articuno	Score	_____
Koffing	Score	_____

The Valley

Mankey.....	Score	_____
Magikarp	Score	_____
Graveler.....	Score	_____
Squirtle	Score	_____
Geodude	Score	_____
Sandshrew	Score	_____
Sandslash.....	Score	_____
Staryu	Score	_____
Dragonite	Score	_____
Dratini	Score	_____
Goldeen	Score	_____
Gyarados	Score	_____
Starmie	Score	_____

Rainbow Cloud

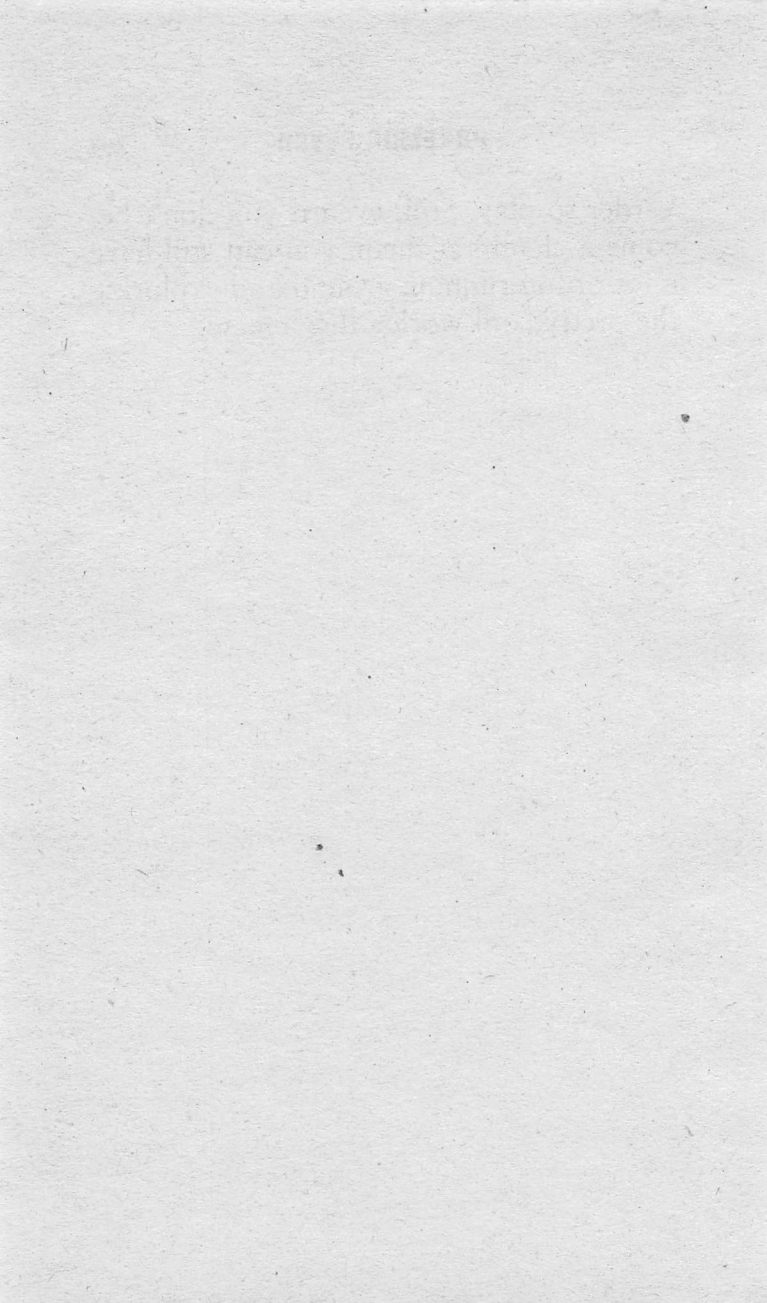
Mew

Score	_____
-------	-------

Finished Snap? Now What?

IF YOU LIKED THIS GAME, THEN MAYBE YOU should try some other games similar to it. Super Mario 64 and The Legend of Zelda games are a lot like Snap, though a little

harder to play. Still, even if you don't become a champ at them, you can still have a lot of fun running around and exploring the pretty cool worlds they create.



New Updated Pokémon Glossary

LIKE I SAID IN THE LAST POKÉMON BOOK, there's a lot to know about the game. Now there is even more to know! Because Pokémon is not just a video game anymore. It's a card game. It's a television show. A lot of different things.

Of course, with so many different games, a complete dictionary or glossary that included everything would take an entire book. So what I did was to list some of the most important things, along with what they mean.

Ash: Ash Ketchum, a young boy and the hero of the story.

Badge: You win Badges during the game play when you do something good. There are eight different Badges in the game,

like the Boulder Badge, the Earth Badge and the Rainbow Badge. You will need Badges to win the game. See the section on Badges for complete details of what powers they give you and your Pokémon Party.

Booster Pack: A pack of Pokémon trading cards that includes 11 individual cards ranging from the Common to the Rare. Serious players of the game buy boosters to customize their sets while kids who trade will buy boosters looking for valued cards.

Boss: Video game slang for the bad guy you have to fight. The Bosses in Pokémon are Junior Trainers and Gym Leaders. Some Bosses are powerful, like the Gym Leaders. Other Bosses are less powerful, like the Junior Trainers.

Brock: A trainer and opponent in the video game, but a friend to Ash and Pikachu in the TV show. The same is true for Misty.

Cable Club: The Cable Clubs are located in the Poké Center. You can go there to either trade Pokémon or challenge a friend to battle. You must go to the Ca-

ble Club to trade or fight even if you are using a Color Game Boy with infrared connection.

Car: Short for the word "cartridge." You may also see or hear the word game-cart, which is a "game cartridge." Inside the cartridge, which goes into your Game Boy, is the software (computer language) that holds your Pokémon adventure. You wouldn't think that such a little cartridge could hold so much fun, would you? The words "cart" and "cartridge" are also used to describe "console game" software. Console games are the ones you play with a system like Nintendo 64 and hook up with your television.

Colosseum: An arena where you can battle friends by linking two Game Boys together.

Common: In Pokémon, the word "Common" means that there are a lot of them. Pokémon that are easy to find and a lot of them exist in the game are said to be "common." Pokémon that are difficult to find and there are very few of them are called "Rare."

Elemental Stone: There are five different

stones that Pokémon need to evolve. They are Water, Moon, Thunder, Fire, and Leaf stones. You can simply buy them in the Celadon store or find them in Item Balls. The Moon stone can be found in dungeons.

Elite Four: You will encounter the Elite Four near the end of the game. In fact, the Elite Four are the four biggest battle challenges of the game. They are four trainers, Lorelei, Bruno, Agatha, and Lance. All have Pokémon with levels above 50! And each one specializes in a different type of Pokémon.

Evolves: When a Pokémon changes (grows) into another form through experience. Evolved Pokémon are stronger and better fighters. However, not every Pokémon evolves. The ones that don't evolve into anything else are more rare and valuable.

EXP: (Experience): A Pokémon becomes more skilled in battle and can even evolve when his experience level rises. With each battle your Pokémon will become more experienced.

Faint: What a Pokémon does in battle if

he is not up to fighting an opponent.

FAQ: This is a common term used in video game books or internet sites. FAQ stands for Frequently Asked Questions. It's pronounced like the word "facts," so it sounds like what it is.

GBC: This is short for Game Boy Color.

Game Pack (also Game Pak and just plain Pak): This is the game cartridge that contains the software that *is* the game. The Game Boy "reads" the information stored in the cartridge depending on what buttons you push to play the game. The words game pack, pack, and pak are also used to describe "console game" software.

Gary: Your main rival in the game and Professor Oak's grandson.

Gym: Found in the cities and towns, Gyms are where you test your Pokémon against the Trainers' Pokémon.

Gym Leader (sometimes called Trainers):

These are your major opponents in the game. They can be found in the Gyms in the major cities. There are eight Gym Leaders and when you defeat them they will give you things, like Badges and

Technical Machines. Gym Leaders are the bosses of Junior Trainers.

(Junior) Gym Leader (also called Junior Trainers): Like Gym Leaders, only not as powerful. If you have trouble with the Juniors, then it's a good idea to level up with some power before facing the Bosses.

Health Point (also called HP): These are the points or measurement of how healthy your Pokémon is during the game. A battle may deplete (use up) some HPs, but you can usually cure your Pokémon and get more Health Points by using a potion.

Hidden Machines (also called HM): Like Technical Machines (TM) they give your Pokémon new battle moves. However, unlike Technical Machines they can be reused for as long as the game goes on. In fact, once a Pokémon learns a Hidden Machine skill, he has that skill forever. There are tons of Technical Machines, but only a few of the Hidden Machines. Both Technical Machines and Hidden Machines have to be given to a Pokémon type who is able to use them. A Machine

for a Grass Type Pokémon will not help a Water Type very much.

Jesse/James: Two members of Team Rocket in the TV show.

Level (also called LV): The amount of skill a Pokémon has gotten in his battles and training. The Level (or LV) of a Pokémon will give you an idea of how well it will do against an opponent. Pokémon is different than other RPG games where the word "Level" refers to where you are in the game. For instance, the Third Level is the Magic Dragon's Dungeon. In Pokémon, the word "level" mostly means the strength of your Pokémon character. When your Pokémon has gained enough points he can then level up, which means get new skills or evolve.

Misty: In the video game she is a trainer and an opponent, but in the TV show she's one of Ash's friends. The same is true for Brock.

NES: This means Nintendo Entertainment System. It was an earlier video game console system that ran some of the best games of its time. In Pokémon it's the

game that Ash plays in his room in Pallet Town.

Oak: Also called Professor Oak. He's the world's biggest expert on Pokémon.

Party: This is usually when a bunch of friends come over to eat cake and wear funny hats. However, when you talk about a "Pokémon Party," it usually means the group of Pokémon you've collected and are using in the game.

Pikachu: Hey, do you really have to ask? Come on, I've got better things to do than to sit around writing about Pikachu. I'm a busy guy! Actually, I really don't have anything better to do. *Sad but true.* Okay, Pikachu, or Pika to his friends, is the #25 Pokémon and "Poké-star" of the game. He's also the star of the TV show, hero of countless books, and a movie star. I know, I know, he's cute and deserves it all, but I remember him back when he was just an "Electric" Type.

PKMN: Means Pokémon.

Poké Ball: The thing in which you capture your Pokémon. It's round and comes in different versions: the regular Poké Ball, the Great Ball, the Ultra Ball, and the

Master Ball. There is also the Safari Ball, which is only good in the Safari Zone.

Pokémon: The word is Japanese and means—as if you didn't know—"Pocket Monster."

Pokémon Center: Like the Poké Mart, the Poké Center is a good place for supplies . . . and more. You can find a new box at a center, plus you can heal and feed your Pokémon there. You go to the center when you want to trade Pokémon with friends. And you can use the computers there to store and check up on your collection of Pokémon. The Pokémon Center is one of your most valuable tools in the game. They are located in every city.

Poké Mart: A store where a lot of different things can be bought. At a Poké Mart you can buy supplies such as Poké Balls, potions, antidotes, and other items you will need to complete the adventure.

PP: This stands for Power Points, the amount of strength you have left when in battle or about to go into battle or having just finished battle. And yes, I know what else PP is, so you can stop giggling now.

Pokédex: A listing of all Pokémon that players get from Professor Oak.

Pokémon Snap: Also called just plain "Snap." A Pokémon video game for the Nintendo 64 console system in which you track and photograph Pokémon on Pokémon Island for Professor Oak.

Potion: A potion is a kind of medicine that can heal a Pokémon after he has been hurt in battle. Potions can be bought in the Poké Marts located all around the game. Also, potions are only one kind of medicine that Pokémon need. There are all kinds of medicines that help heal injured Pokémon. They include antidotes, burn heal, ice heal, and others.

Power Points (PP): A measure of how much power a Pokémon has. Moves require power points. To regain power points when running low, you need to go to a Poké Center.

Rare: When a Pokémon is difficult to find or can only be found in a few places, it is called "Rare."

Role-Playing Game (RPG): This is a video game—like Pokémon—where you are the hero in a strange world. It is your job to

walk around the world and solve problems, like collecting Pokémon. It's like exploring.

Route: The places in the game that run from one area to another. Routes are like roads (or tunnels or forests) that you must travel to get from one place to another. Lots of action takes place on these Routes, so when traveling you better keep alert.

Skill: The way in which your Pokémon fights in a battle. Some Pokémon skills are learned and others are natural. A Pokémon can get skills either by reaching a certain level or by use of a Technical Machine (TM) or Hidden Machine (HM).

Satoshi Tajiri: The real inventor of Pokémon—the guy who came up with the idea for the original game. Satoshi is also the name given to the Ash character in the Japanese version.

Team Rocket: The bad guys in the TV show and the video game. In the TV show Team Rocket is made up of Jesse, James, and Meowth.

TCG: (Trading Card Game): It's pretty simple really, the game is played with trading

cards. So you can either just trade the cards for fun with your friends or play the game. The cards currently come in large sets like the two-player starter set that includes two three-card sets; the basic set that includes 102 cards; and in booster packs of 11 cards apiece.

Technical Machines (TM): Technical Machines and Hidden Machines (HM) give your Pokémon new battle moves. Technical Machines can only be used once in battle and a Pokémon can store up to four different skills at a time. Both Technical Machines and Hidden Machines have to be given to a Pokémon type who is able to use them.

Todd: The photographer character you play in Pokémon Snap. Unlike Ash who is a kid, Todd is a teenager.

Trading: The game feature that allows you to exchange one Pokémon character for another. Some of the trading is done in the game. However, the main trading is done with two players who both have Game Boys. A cable (sold separately) connects the two units and they can trade Pokémon back and forth. Once you trade

a Pokémon with a friend, you can trade back at any time.

Types: Pokémon come in 15 different types. These are: Normal, Grass, Water, Fire, Poison, Dragon, Ground, Rock, Flying, Psychic, Electric, Ghost, Bug, Fighting, and Ice.

Walk-Through: This is another common video game term. So you'll find it for other games, not just Pokémon. A walk-through is step-by-step instructions for every level of the game. Sometimes a walk-through is simply written down and other times it may contain actual maps.

Wizards of the Coast: Also called just plain "Wizards" and "WoTC." They're the company that first came out with the Pokémon cards.

Zero-One: The land, sea, and air vehicle you ride around in when you play Pokémon Snap.

Pokémon on the Internet

DID YOU KNOW THAT "POKÉMON" IS ONE of the most searched key words on the internet today? That means more people are searching for information about Pokémon and things related to Pokémon than almost anything else. And why not? There are tons of great sites out there. Some of them were designed by companies like Nintendo, and others were put up by kids around the world.

I think that's pretty cool. But it also worries me. It means that thousands of kids are out there surfing the net and maybe some of them don't know the rules for being safe on the internet. Now I kid around and get goofy about a lot of stuff in these video game books. I think they should be fun to read. But internet safety

is something I never joke about. Kids should be as safe as possible and that means when they are out there on the internet, too. I never joke around about it. So this is a serious chapter.

If you read the last book, this chapter will look very familiar. The rules of safety haven't changed. Read it again, just to make sure you have all the basic rules down. Your parents, of course, might have additional rules that you should follow, but these are the very basics.

Good safety on the internet is the same as good safety anywhere. You would not accept candy from strangers, so why accept computer downloads from strangers? Of course, sometimes on the internet you do "talk" to strangers, so that's why you have to be really, really careful. People who seem "nice" on-line can turn out to be really bad. So you have to be extra careful.

Basic Internet Rules

1. Never, ever give anyone on the internet any private information. That

means never give them your real name, your address, telephone number, or even the name of your school or the town where you live. That includes e-mail and posting it on a home page, too.

2. If anyone on-line posts anything to you that makes you feel uncomfortable, tell your parents immediately.
3. Never ever agree to "get together" or meet anyone in person who you met on-line.
4. Never agree to send anyone you have "met" on-line a picture of yourself.
5. Never accept any downloads or computer programs from someone you don't personally know.
6. Stay in public or open places on the net. Avoid "private" conversations via e-mail or other means.

7. Don't fill out those "profile" forms in chat rooms or anywhere else.

Finding Pokémon On-Line

TYPE IN POKÉMON TO A SEARCH ENGINE and you'll get a lot of sites. I did just that recently and my computer came back with a whopping 50,000 sites. But when I started clicking on them, a lot of the sites were either down or gone and . . . well, who the heck has the time to look at them all?

I don't know about you, but when I'm on-line looking for something, I want information pretty fast. I don't want to look through a ton of uninteresting sites.

So here are some tips I've come up with to cut down on the clutter.

A) Be Specific. If you are using a search engine that lets you narrow down your results, then by all means use that feature. It would work something like this: Enter the search for *Pokémon*. When you get the 50,000 results back, then enter and search for "*Pokémon cards*" (or just *cards* or

whatever else you are interested in) within those 50,000 sites. That will trim down those 50,000 sites a lot. If you don't have that feature on the search engine, then enter "*Pokémon cards*" from the start to get good results.

B) Start at the Source. If you are interested in Pokémon, then start with the Nintendo site. It's a great site with tons of information. Chances are good that if you are looking for something specific, it will be on that site. If you are looking for information about the movie or the TV show, then start with sites dedicated to those things. I've listed some of them below.

If you are interested in some other product or something like that, find out who makes it and search for the company's web site. Chances are they will have a section on their site dedicated to Pokémon. You might have to do a search inside the site, but that's pretty easy.

C) Variety Counts. Use different search engines. You'll be surprised, results for each search can be a lot different. The Web is

huge and no engine can search all of it. There are some sites that will search by using more than one search engine at a time, but they don't give you the complete results for each engine.

D) Be Creative. There are a lot of interesting sites out there that may be buried in the 50,000 results. The trick is to get them to the top of the list. So instead of typing in *Pikachu* or *Pokémon*, type in "*Pikachu-Japan*," and you might find a really interesting site put up by a Japanese kid who likes the game.

E) Be Safe. And above all, be safe. Always follow safety rules when surfing the net.

Some Good Pokémon Sites

www.upnetwork.com

This is the official site for the TV show. However, you do have to click on this site to take you to the Pokémon part of the site.

www.Pokémon.com

The official Nintendo site dedicated to Pokémon!

www.nintendo.com

The official Nintendo site for all things Nintendo. Great Game Boy tips and other games!

www.Pokémonthemovie.com

The official Pokémon movie site!

www.gamesages.com

This is the site for Game Sages. They are not just Pokémon, but have a great collection of video game news and other information for all systems.

www.ericstuart.com

The official web site for Eric Stuart, the actor who does the voices of Brock, James and others on the show. A great site! Eric is also a musician and songwriter, so there are tons of stuff on his musical career as well as his Poké career.

www.Pokémontop50.com

This site includes 50 really, really good Pokémon web sites, a lot of them done by kids.

Here are three really good search engines:

www.google.com

A great funny name for a search engine, but also very easy to use.

www.ajkids.com

Ask Jeeves for Kids is one of the top search engine sites that uses multiple search engines. What is really great about Ask Jeeves for Kids is that you can type in a question and it will give you sites that may have the answers. For example, if you type in: "Who makes Pokémon?" it will lead you to Nintendo.

www.dogpile.com

The Dogpile, another multiple search engine site with a funny name. It uses a lot of search engines and gets results.

Some Sites for Parents

www.esrb.com

The Entertainment Software Rating Board (ESRB). This is the organization that rates video games. They offer a fairly current list of video games for all systems and ratings. The rating system and procedures by which they arrive at the ratings is also explained in depth.

www.idsa.com

The Interactive Digital Software Association is a trade association whose members include video game manufacturers.

www2.childrenssoftware.com

Children's SoftwareRevue
Reviews of educational software products.

The End?

WELL, THAT'S THE BOOK. I HOPE YOU LIKED it. I hope it will help you enjoy the games and maybe you got a few laughs out of it. I really did enjoy writing it and I know that I got a few laughs out of it (I really crack myself up sometimes). And remember, there are also a lot of other books out there and many of them are very good. Some of them aren't about video games at all and are still pretty great. Imagine that!

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This book has not been authorized or endorsed by Nintendo or anyone else involved in the creation, manufacture or distribution of Pokémon games, books or other products, the creation or broadcast of the "Pokémon" television show, or the creation or distribution of the Pokémon movie.

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